



Wiki Guide PDF

Dark Souls

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Character Creation

Class

Choosing a Class at the beginning of the game can be an arduous decision. If you're relatively new to the Dark Souls world, we recommend that you start off with a **Bandit**, **Sorcerer**, or **Pyromancer**. Ranged attacks, especially magic, are a godsend early on in the game. Although, mastering the Back Stab and Riposte are just as good as ranged attacks, making a knight a valuable build aswell.

Know what type of character it is you would like to build before leveling up stats willy-nilly. While it is possible to have a **Knight** that is adept at casting spells, you might end up not being able to avoid attacks because the Dexterity and Endurance modifiers were ignored for ones critical towards casting stronger magic.

The following table will give you a major perk of each class that will help you develop your play-style from the get go.

Starting Class	Perk
Warrior	High Strength and Dexterity allows them to wield nearly every weapon early on in the game. Starting soul level: 4 total starting points: 83
Knight	Having the highest initial vitality makes the Knight the tank-class of choice in Dark Souls. Starting soul level: 3 total starting points: 82
Wanderer	The most well rounded class from the start. Choosing a Wanderer allows you to craft your own character without having to rely on the initial difficulty of playing as a Deprived. Starting soul level: 3 total starting points: 84
Thief	Starts off with a Master Key by default, allowing you to choose another Gift from the beginning. The thief is very fragile, so new players may suffer, but experienced players will be able to take on enemies far stronger than themselves 1 on 1 due to high critical hits. Starting soul level: 5 total starting points: 82

Bandit	Starts off with the highest strength, allowing new players to dish out quite a bit of damage as they learn to play the game. Starting soul level: 4 total starting points: 83
Hunter	High stamina and low equipment load makes the Hunter one of the fastest and most agile classes available from the start. The versatile hunter is all about strategy, not skill. Try to find enemy weaknesses. Starting soul level: 4 total starting points: 83
Sorcerer	Starts off with the Soul Arrow , one of the most useful spells throughout the entirety of the game. Starting soul level: 3 total starting points: 80
Pyromancer	The best mixture of physical strength and magical prowess. Equip Pyromancy gloves to cast fire. Starting soul level: 1 total starting points: 84
Cleric	High Faith allows you to make full use of healing and stat-boosting Miracles. Starting soul level: 2 total starting points: 83
Deprived	All stats start at 11, allowing you to truly mold any kind of character you desire. Lack of initial equipment makes the class very difficult to start off with. Starting soul level: 6 total starting points: 83

Gifts

When you create a character, you're allowed to select a single Gift to begin the game with. Some of these are equippable weapons, while others are consumable items. If you select any other than the **Thief**, we highly recommend grabbing the **Master Key** on your first play through. We say any class other than Thief because they will already begin the game with the key in their possession. Aside from granting you immediate access to various chambers and shortcuts, the Master Key is the only one of the eight gifts that cannot be found somewhere throughout your quest. (This is not true. Once you defeat Ornstien and Smough a man will appear under the bridge next to the first ring of sacrifice and sell you the master key) Listed below are the rest of the Gifts available from the start.

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None	No sign of a gift.
Goddess's Blessing	Divine holy water. Fully restores HP and status.(3)
Black Firebomb	Explodes upon impact when thrown. More deadly than standard bomb.(10)
Twin Humanities	Tiny sprite called humanity. Sometimes found on carcasses.
Binoculars	Binoculars. Used to peer at faraway sights.
Pendant	Trinket. No effect, but fond memories comfort travelers. (Wearer can talk to Pygmy.)
Master Key	Recommended first gift by game director. Opens any basic lock. Initial equip for thief.
Tiny Being's Ring	Special tribal ring. Gives a small amount of total HP.
Old Witch's Ring	Gift from a witch. Ancient ring with no obvious effect. (Wearer can talk to Spider Princess aka Egg Princess.)

Tip: Choose the Master Key unless playing with a Thief.

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Tip: Choose the Master Key unless playing with a Thief.

Basic Tips

The Art of the Suicide Run

You will die in Dark Souls...a lot. Normally, dying is a stressful event that causes you to lose all of your souls and puts the pressure on you to reach your bloodstain without dying in order to gain them back. However, dying does not take away any of the weapons, armor, or items that you found before your demise. So after you've leveled up and your soul count is relatively low, it might be a good idea to try sprinting through a particularly tough area and grabbing as much loot as possible before you succumb to the horde. If your character is wearing light enough armor, you can outrun a vast majority of the game's enemies, and with your soul count low, there isn't that strict of a penalty for dying.

A great place to suicide run is when you first arrive at the Firelink Shrine. Spend all your souls at the bonfire and then head to the graveyard. In this area you'll be able to pick up the Winged Spear and several other items. This is a great starting weapon as it allows you to block whilst attacking and can be upgraded along the Divine (scales with Faith) or Magic/Enchanted (scales with Intelligence) paths to deal out massive damage.

Pyromancy

At present, the only way to increase the potency of your Pyromancy is to upgrade your Pyromancy Flame through Laurentius or Quelana. Pyromancy can be a powerful tool to have in your bag, provided you keep your flame properly upgraded.

- Iron Flesh, coupled with the heavier armor sets found mid to late game, can completely trivialize otherwise difficult battles. With Havel's armor equipped and Iron Flesh active, outright tanking of bosses such as the Great Wolf become shockingly easy. With Iron Flesh active, heavy armor equipped, and a solid shield out front, a player becomes a near unbreakable wall.
- Combustion is remarkably effective in close range combat, allowing you to strike repeatedly while saving your stamina for blocking and dodging.
- Flash Sweat can be used to traverse lava-flooded areas, allowing access to items that would otherwise spell certain death.
- Fireball (especially the chaos variant) is an easy way to put serious mid-range damage on a target, without being forced to use a cumbersome bow and spend souls on arrows.

Useful Tips

Be Patient, Block and Evade

Patience is key in Dark Souls. Very rarely can you quickly blaze through an area. Learn enemy patterns and how they fight before taking them on. Even minor enemies can rip you to shreds if you do not take the time to properly deal with them.

It is encouraged that you block with your shield anywhere you go. Enemies can unexpectedly attack and deal excessive damage if you do not have your guard up. Also, learn to block when necessary during enemy engagement to avoid stamina loss.

There are times when it is necessary to evade/dodge than to block an attack. Strong enemy attacks and elemental attacks will deplete your stamina easily and take a chunk of your health away if your shield doesn't have certain high stats. Even though evading will eat up a lot of stamina, you will risk more if your block isn't effective against those attacks.

Read, Rate and Write Messages

Dark Souls has one of the most unique and innovative online components of any video game. The online aspect you will see the most are messages left by other players. Take the time to read every message. Some will lead you to treasure, inform you of enemy weaknesses, and warn you of traps or ambushes. Reading a message could mean the difference between life and death. If a message helped you out, give it a positive rating. You should also write messages. If you found some nice loot but do not see a message indicating it's location, mark it to help other players.

Hang on to Humanity and Soul Items

When you die, you return to the last bonfire you rested at without your accumulated souls or humanity. If you cannot get back to the spot you died before you die again, all of those souls and humanity are lost. For this reason, you should hold on to inventory items that give you souls and humanity until you are at a bonfire or you really need them. This prevents needless loss of these precious resources.

IGN_Strategize

Frequent Problems

How to Reverse Your Curse

If you've ventured into the Depths below the Undead Burg, you have probably encountered a slew of relatively weak frog creatures. These frog things are called Basilisks. If you managed to defeat them quick enough, then they provided little to no worry. However, if you lingered and allowed them to breathe on you, you probably became the victim of their curse. Not only does being cursed immediately kill your character, but it also drops your maximum HP down to half until you can get yourself cured.

Before venturing into the Depths, it is highly recommended that you have already rung the first bell. We say this because there is an ominous robed figure at the bottom of the bell tower who offers you to join his covenant, as well as sells you the Purging Stone for 4000 souls; this stone is one of the only means of reversing a curse placed on your character. If you get cursed before you ring the first bell, you'll have to face off against the twin gargoyles who guard the tower in your weakened state.

If that is not on your to do list you could venture into the Darkroot Basin (accessible through the Darkroot Garden) and find a set of highly curse-resistant attire. This set is known as "The Acquainted Attire" and can be found on a corpse housed inside a cave guarded by a Gold Crystal Golem. This cave is located in the lake where one of the game's bosses, the Hydra is located. If you journey past the location of the battle you can gain a very useful tool that can aid in The Depths and in defeating Seath the Scaleless, who's deadly crystals can curse the player. In this full attire it is almost impossible to get cursed.

Another way to cure your curse is to find the vendor on top of the stone house in the New Londo Ruins. However, this is recommended for higher level players only due to the fact that the area is crawling with ghosts who will chop your lower level character to bits long before you can reach your goal.

There also is a merchant in the sewer where you fight your first rat. At the end of the tunnel past the locked gate she is there behind bars. She sells the Purging Stone. To get there from the Depths, go up the stairs just outside of the entrance of the Depths and follow the spiraling stairs up to get to the merchant. *Note: Though this merchant sells the same Purging Stone as Oswald the Pardoner, she charges double the price for the item. It will remove your curse, just be aware that you'll be wasting a few souls by purchasing from her.

One last thing to note regarding curses is that there is a beneficial element to them. Despite the degradation to your HP total, being cursed allows you to combat the ghosts in the New Londo Ruins without the need for a Transient Curse item or a rare cursed weapon. If you're feeling brave enough, tackling the Ruins cursed may be your best option.

Wade Through the Water

You're going to find yourself wading through water and muck numerous times throughout Dark Souls.

These sections will leave your character's movements severely limited. Your speed will be reduced, and your ability to roll will be pretty much taken away. This hampered mobility can lead to very quick death.

The only way to combat this problem is by venturing back to the Undead Asylum after you've rung the first bell. There you will find the **Rusted Iron Ring**, which allows you to retain your footing on even the most atrocious of terrain. This includes water and swamps, making it the perfect ring to have equipped in Blighttown and at bottom of Darkroot Basin.

What the Hell is Humanity?

Dark Souls is a game that does very little handholding, especially when it comes to explaining certain game mechanics. One of these is the number that appears in the upper left hand corner of the screen. This double digit is usually going to be set to 00, but every so often you might see it jump up to 01. This means that your character has gained a Humanity point. Humanity is gained in a number of ways, such as killing enough enemies over the course of a single life, killing specific bosses, defeating an online invader, murdering certain NPCs, or consuming a Humanity or Twin Humanities item.

When you sit down at a bonfire, you're given the option to spend 1 humanity point and "Reverse Hollowing." This will transform your character from a degenerating ghoul back into human form. Once human, you open up new dialogue choices with certain characters in the world. You also gain the ability to spend another Humanity point and Kindle a bonfire that you're currently at. Kindling will increase the number of Estus Flasks you gain at that specific bonfire from 5 to 10. Later on in the game you can find an item in the Catacombs called the Rite of Kindling. This object will allow you to kindle bonfires past the 10 Flask limit. Once human, you'll also be treated differently by various NPCs. Most will act more cordially towards you now that you're no longer Hollowed.

Aside from these, the biggest advantage to being human is that you are allowed to summon NPCs and other players into your world to help you with specific battles.

Choose Your Weapon

There are many different types of weapons. Some are:

- Raw weapons
- Normal weapons
- Boss weapons
- Lightning weapons
- Crystal weapons
- Divine weapons
- Occult weapons
- Magic weapons
- Enchanted weapons
- Fire weapons
- Chaos weapons
- Dragon weapons (Not made from normal weapons)
- Unique weapons (Not made from normal weapons)
- (needs more editing please)

Oh The Humanity

HUMANITY

WHAT IS IT? WHAT DOES IT DO? WHERE CAN I GET IT?

Humanity is one of, if not "the" most important resource in Lordran. All philosophical nonsense aside, it's the practical application of this resource that will make it invaluable. Humanity serves many important functions.

When you acquire the item itself, using it will provide various benefits. The more humanity you accumulate-

- The more resistant you are to curses.
- Will increase your chances of getting item drops.
- Increases the damage you do with certain weapons and abilities. (Caps at 10 Humanity)
- The cap for these effects ends when the player has accumulated and used/stacked a total of 30 humanity.

Humanity also plays a large part in your progress through Lordran. With Humanity you can

- Reverse hollowing, returning you to your Human form.
- Kindle bonfires which increases the total amount of estus flasks you are permitted to carry while saved to a specific bonfire. (If in Human form)
- Summon player allies to aid you in battle against the game's epic bosses.
- Upgrade your current standing with the various covenants you join permitting you access to hidden routes, items and spells.

Being Human has it's own pros and cons as well. Such as-

- Lookin' purty. (Is ALWAYS Pro)
- Allows you to invade other player's worlds. (PvP) (Pro?)
- Allows your world to be invaded by other players and phantoms. (Con?)
- Kindle Bonfires. (Totally Pro)

Where can you get Humanity? There are several methods for acquiring this resource.

- By being summoned to another player's game as a phantom and assisting in the kill of the area boss.
- Farming large amounts of enemies while the boss of the area is still alive.
- As a random drop from mobs.
- Found as a lootable item on grey corpses.
- Killing players and phantoms that invade your world.
- Killing the player in the world you have invaded.
- Bought from various merchants.

"Note that when you die, your used humanity is dropped in the same spot as your souls. Do whatever

it takes to get them back!"

A Simpler Method of Acquisition.

An easy way to farm humanity is to kill sewer rats in the Depths. (Does not require the Gaping Dragon to be alive) After you kill the Capra Demon and get the key to the Depths, make your way through until you encounter the bonfire.

From the bonfire, continue through the Depths killing every single rat you see. You'll find that making several passes through the depths circling back around to the bonfire can potentially net you a decent amount of humanity. This method of farming may take some time, but it is effective due to the rat's strange yet decent drop rate of the resource.



Easiest Humanity Farming

Right before Gravelord Nito's fog gate there are about 5 pinwheel enemies and baby skeletons that respawn indefinitely. Kill the pinwheel enemies then make your way back down into the shallow water where the baby skeletons spawn. When at the bottom of the ramp looking toward the water run around to your left a little bit, around the pillars then run back to the ramp. Herd all the little skeletons into one big group (about 10 of them if I recall) then use a powerful swinging weapon like an upgraded zweihander to kill them all in one swing. Then quickly collect the humanity they drop because once they respawn the humanity on the ground will disappear. You should be able to collect about 40 or so humanity an hour without ever having to leave the area or rest at a bonfire. For best results use Covetous Gold Serpent Ring, be in human form and have enough humanity in the upper left corner of the screen to get you up to 410 Item Discovery.

Advanced Combat

Critical Attacks

Backstab

Performing a backstab on certain enemies will cause a critical attack that deals much more damage than regular attacks. Elite Undead Guard or the Dark Knight will be easier to defeat if performed correctly. Get directly behind the enemy and without blocking press the RB/R1 button; your character will perform a backstab and be invulnerable to other enemy attacks during the backstab animation.

TIP: Circling the enemy until they attack is a good method for non-boss enemies.

Riposte

A two-step technique that will cause more critical attack damage than a backstab. The first step involves you parrying with your shield (you can parry with most shields) by pressing the LT/L2 button right before an enemy lands their attack. If timed correctly, your character will swat the enemy's weapon away and cause the enemy to stagger. Immediately press the RB/R1 button to counter the attack by performing a riposte. During the riposte animation, you will be invulnerable to other enemy attacks.

Note: This technique will be difficult to perform due to the parry timing and that you cannot parry while blocking. Therefore, you are leaving yourself opened to a frontal attack if you failed to execute this maneuver. Lower level characters and characters with low defense/health should use this technique at their own risk.

Techniques

Sometimes hacking and slashing isn't enough to get rid of your enemies, and sometimes you just need some new moves to mix things up.

2-Handed

Initiated by pressing the Y/? button, switching to the 2-Handed stance decreases your potential defensive power, favoring stronger blows with your weapon in your right hand. When it's initiated, the item equipped in your left hand is either sheathed (weapons) or put on your back (shields).

Note : When the item in the left hand is sheathed or put on the back, any auxiliary effects remain as if it were still in place. Fist weapons prevent the 2-Handed stance from being initiated, as they cannot be sheathed.

Dual-wielding

Dual-wielding is a commonly known term and technique, requiring a weapon in the left and right hands. Though this may seem like a dangerous technique in Dark Souls (and it is), it still has its perks. Dual-wielding has the potential of striking with more than one secondary effect, for example : a fire weapon in the right hand and a lightning weapon in the left. This can lead to quickly finding your enemy's weaknesses, and therefore maximizing your damage output. Along with the regular attack, the weapon in the left hand can either block attacks (LB/L1) or parry them (LT/L2) aswell. Blocking is reserved for big and long weapons (straight swords, pole arms, axes, katanas, etc.), whereas parrying is essentially used by small and quick weapons (curved swords, daggers, thrusting swords, etc.).

Optimized Builds

Intelligence

The game is exponentially easier if you can build your intelligence enough to cast the Soul Spear once you rescue Big Hat Loghan from Sen's Fortress. Attunement is only necessary until you get it to level 19, after that it takes about 6 levels worth attunement slot which isn't really worth anybody's time.

Pyromancy

Even if you start using this late in the game, you will find bosses almost trivial once you properly upgrade it. One of my knights was very levelled and very strong, but the lords were still a huge pain. Taught him a couple pyro moves, and great fireball became my best friend. You don't even need intelligence for this skill. I call the knight/pyro build, "The Tankromancer".

Boss Killer

This build is very flexible, and works for anyone. All you need is the **Crystal Ring Shield**. This shield is made by the Giant Blacksmith in Anor Londo by combining any small shield +10; (this user prefers the Heater Shield) with the **Moonlight Butterfly** soul. The shield is not great for defense, but for **OFFENSE**. That is because unlike other small shields, its parry move is replaced by a magic ring attack that does over **DOUBLE THE DAMAGE OF YOUR RIGHT HAND WEAPON**. It is insane, but only works if you have the stats to wield your right hand weapon. This also works with catalysts, talismans, and the pyromancy flame. In fact, a fully ascended pyromancy flame is one of the best options, since you need no stats to wield it. Now the bad news: every time you use this attack, you lose some durability for your shield, but I did not find this to be a problem since the shield is cheap to repair. Every boss, and enemy for that matter, will quickly become mincemeat, even on New Game +

Note: This has now been 'fixed' in the latest patch. The damage done is set at 100-200 and doesn't scale with your main weapon. As a result, this is no longer a boss killer but still a useful shield to have if you prefer parrying to blocking.

Great Swords

If you are a player who likes excitement. Great Swords are best for you. Upgrade them to their highest potential, like the Dragon GreatSword. They lack speed but excel in raw damage. Equip

yourself with the thickest armor like Havel's full set, and make use of them. With this, Black Knights are your playthings. Spamming heavy attacks on bosses will allow you to stagger them easily too, like Slf, Pinwheel, Orstein and Smough, Capra Demon, Gargoyles even Gwyn, Lord of Cinder, but with the risk of opening yourself to attacks. Make sure you have some hp to tank and hit at the same time. Stand close, wait for an opening, R2, rinse and repeat. It works the same for NG+ .

(I'm someone who likes damage rather than speed)

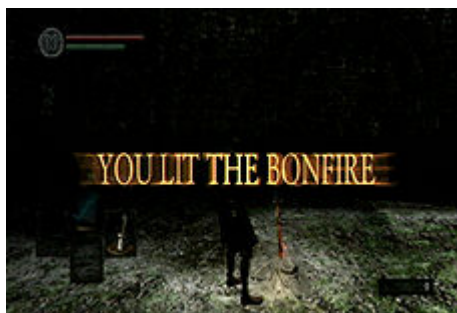
Walkthrough

The world of Dark Souls is massive to say the least. From the moment you land in the Firelink Shrine, you have numerous paths open to explore at any given time. While our guide is certainly not the only order in which the areas can be tackled, we've found it to be the easiest in terms of enemy level scaling.

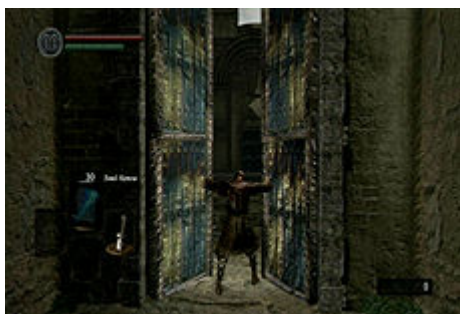
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Prologue - Northern Undead Asylum

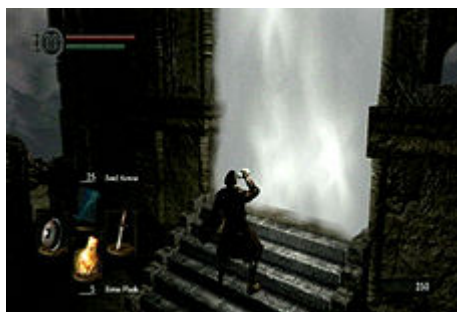
You begin the game in the corner of a prison cell, accepting of your sour fate. However, it's not your time quite yet. Grab the key that is dropped down and exit the cell. Navigate the corridors of the asylum, reading the prompts that inform you about the basic game mechanics. Once you make it to the first courtyard, rest at the bonfire to create a checkpoint.



Proceed through the large doors and into a corridor where a massive demon awaits you. The massive demon is very difficult to kill without being able to heal, but if you manage to pull it off you'll be rewarded with a strong hammer. If you are a beginner, for now just run by it. Light the next bonfire and grab the Small Leather Shield. Use the item to defend against the oncoming arrows as you press forward.

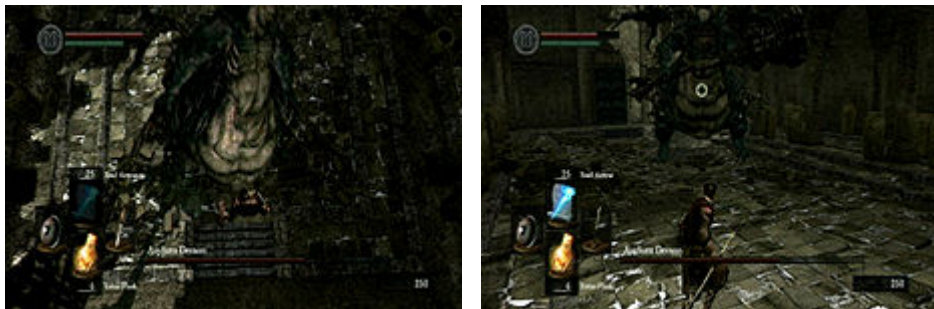


You'll find yourself in a large, three story courtyard. Work your way up to the second floor, then proceed cautiously up the next set of stairs. A trap will trigger, sending a boulder down your way. Hop to the side to avoid the projectile. Turn around, and you'll find that the boulder smashed through a wall at the bottom of the stairs. Inside the hole you'll find an errant knight lying against a wall. Accept his quest, and he'll give you the Undead Asylum F2 East Key, as well as your first Estus Flasks. Turn around and head back up the stairs. Go through the door and dispose of the three skeleton knights who are guarding the balcony.



The final challenge of the prologue resides behind the wispy gate of white light. Before crossing the threshold, be sure to have your flask selected and your melee weapon equipped.

Boss Fight: Asylum Demon



You emerge from the gate on a ledge at the top of the corridor that houses the demon from before. Don't linger on the platform, or the Asylum Demon will smash the ground from under your feet. Drop down onto its head and attack as you're falling to deliver a sizable amount of damage before the battle even begins. At this point, use whichever weapon suits your character. As a Sorcerer, I quickly switched to my staff and began circle strafing the beast. Use the pillars as cover and fire off a Soul Arrow when you gain a bit distance. Take a swig of your flask when your health gets low and keep on chipping away at the boss.

Click this link to see the video

<http://www.ign.com/videos/2011/10/03/dark-souls-boss-strategy-w-commentary-asylum-demon>

Eventually you'll take him down and receive the Big Pilgrim's Key. Use it on the heavy set of double doors and progress up the cliff to finish off the prologue.



Edit: On a More Challenging note however, If you can somehow manage to defeat the Asylum Demon the first time you encounter him (yes, when you're unarmed) You actually get to claim his Massive Maul as your own; It is by far the most powerful weapon you will see until quite a bit into the game with a wildly high attack stat of 138. Unfortunately it is a quite a hefty weapon, making it unusable to lower strength characters. on way to finishing the prologue there is a body to the left at the first set of gravestones which has a soul of a lost undead on it.

Edit 2: It is actually possible to revisit the Undead Asylum optionally via the birds nest in Firelink Shrine. You'll be able to return to this area after ringing the first bell. To return, you'll need to leave the elevator midtrip (the elevator that links the Firelink Shrine and Undead Parish together) and climb up to the crow's nest. Curl up in the crow's nest to trigger a cutscene (might take a minute for the scene to begin) and you'll be sent back to the Asylum. Upon your return, you will be greeted with insanely difficult enemies, including our old friend, the Asylum Demon, and boy, is he angry! The knight who

gave you the Estus Flask (or the knight you killed to obtain the Estus Flask) is now a hollow, and an incredibly strong one. There is also a very strong Dark Knight in your old cell. Have fun! I dare you to go.

I am unsure as to whether or not i'm allowed to post Youtube videos, so i'm working very hard to MAKE the videos. Please be patient.~<3 Mugi

Firelink Shrine

The Crow drops you off amidst the ruins of the Firelink Shrine. This area acts as your central hub to the open world of Dark Souls. Throughout the game, you are given the opportunity to save a variety of NPCs who will eventually make their way to the Shrine and provide goods and services. As of now, there is only the Cresfallen Warrior sitting in front of you and Anastasia, a mute woman imprisoned underneath the bonfire.

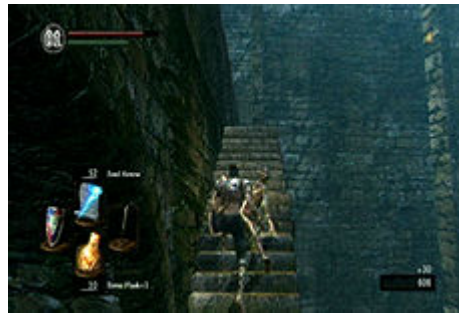


Check the well just next to the bonfire and grab the Humanity there. From here, there are three directions you can head in once you arrive at the Shrine. Down the stairs next to the bonfire is an elevator that leads to the New Londo Ruins, a subterranean ghost town filled with spirits that you are currently unable to harm. Northwest of the bonfire is a graveyard leading to the Catacombs, filled with regenerating skeletons that will slice you to pieces in a matter of seconds. Although you are too weak to fight your way through, this is a great spot to start practicing your suicide runs. With your soul count fairly low, there's little penalty in getting destroyed by the skeletons. Plus, you should be fast enough to dodge the enemies and pick up some of the loot scattered throughout the cemetery. If you do take on the skeletons, use a smashing weapon such as a mace, you'll inflict more damage (the skeletons break into pieces too, before reforming). The Northern Route (middle option) leads to an area that has several chests with useful items in them, such as a mace with 30 more hit points than your base weapon. After you retrieve the items you have to drop into the previously mentioned Graveyard.



With those two tougher options off limits for the time being, your only option is to head up the staircase to the east and begin making your way towards the Undead Burg. On your way, you'll meet a man who will offer you the choice of joining a covenant (note that you will have to talk to him multiple times). Not much to do with him for now since you most certainly will not have enough souls to buy the magic skills he offers, just keep in mind he's there and come back later in the game. The hillside is guarded by a group of undead warriors and a firebomber. Keep your shield up and try to draw them towards you one at a time to avoid being overwhelmed. In the picture to the lower left (with

the enemy highlighted via lock-on) you can leap from the edge to the stone part of the bridge. If you do so, walk all the way to the end to get a Ring of Sacrifice (if you die and it is equipped no souls are lost but the ring breaks). Jump back from the stones to the land. Once you've made it past the creatures, navigate up the stairs and through the aqueduct to enter the Undead Burg.



Undead Burg

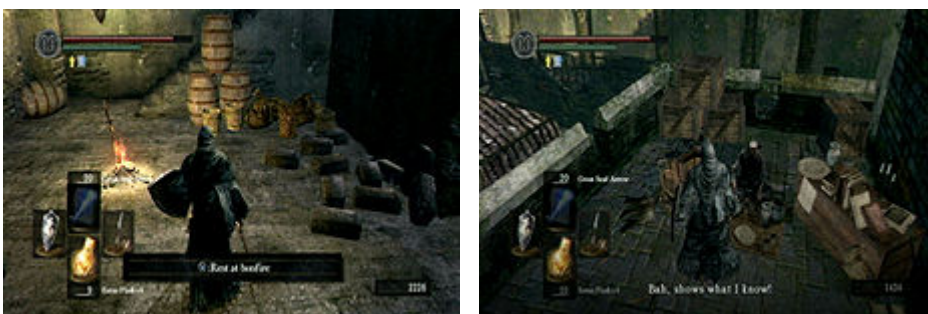
This area is swarming with - you guessed it - undead warriors. Keep your shield up as you navigate the rooftops. Engage in one enemy at a time and pick them off with your weapon of choice. With melee, lock on to the undead and circle around behind them before attacking. With magic and ranged attacks, keep your distance and wait to fire until immediately after the warriors have swung at you and missed.



Right when you walk in the Undead Burg, you have the chance to get a Humanity. When you first enter the Undead Burg, take out the enemies, then go to the trio of barrels in the top right hand corner, from where you walk in. Break them, and fall forward. Grab the loot, and fall to your right. Go forward, and a pair of zombies will attack you. Follow the path into the house, grab the souls, and walk outside. A few more zombies climb over the side to kill you. Kill them off, then proceed up the ladder. Walk across the bridge to claim your prize! About halfway across is a hole in the wall that you can fall through to get back to where you need to be.

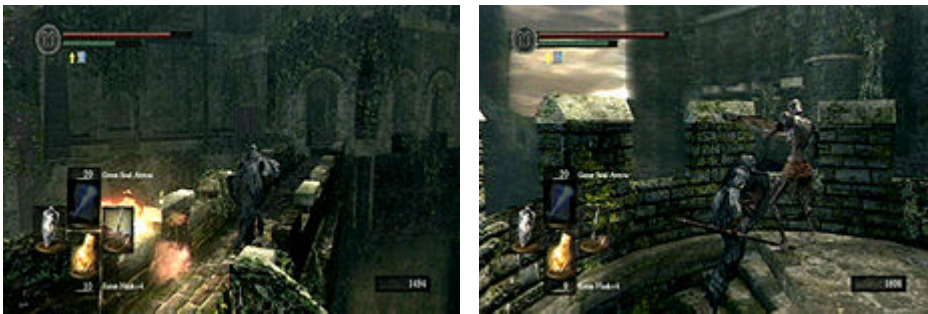
Make your way forward slowly, taking out enemies inside of the houses to avoid getting flanked. When you go to exit the first building from the 2nd floor, a giant red dragon will swoop down onto the walkway, foreshadowing some of the horrors that await you later on in your journey.

Be mindful of the archer that guards the tower on your right as you make your way across the rooftop. Run up the stairs and through the door on your left to enter a relatively safe room. Light the bonfire to recharge your Estus and level up using any souls you gained on your way here. Since the enemies respawn every time you sit at the bonfire, this is a great place to grind for souls. Leave the room and take out the skeletons to gain a few hundred souls, then head back to the bonfire to recharge your health as well as the enemies.



Down the stairs to the right outside of the bonfire room is a landing that houses two undead pike-men. Take them out before smashing the boxes on the platform to reveal a staircase leading down to a

shady looking merchant on the balcony. Early on in the game, he will be your best source of weapons, armor, and items. Focus on purchasing Chain Armor for a heavier melee character, and Leather Armor for lighter and faster characters. Same goes for weapons- axes for Knights and Warriors, Daggers for Sorcerers. Killing the merchant will award you with humanity, souls and a Katana. If your Dexterity is above 12, it may also be a good idea to invest in a Short Bow and some arrows. Ranged combat is a crucial part of staying alive in the early hours of the game, and outside of a Soul Arrow spell, a bow is your best bet. If you follow the corridor round to the ladder at the end of the walkway there is a soul of a lost undead up there, if you also do a running jump over to the ledge on the other side of the gap, up the stairs and round the corner is a crossbow and bolts on another body.



Back at the bonfire, begin your progress through the Berg by crossing the narrow bridge. Use ranged attacks to take out the enemies above you to stop them from hurling firebombs down on you. Continue forward with your shield up and engage in one enemy at a time. An easy way to do this for melee characters is to sprint across the bridge to avoid the firebombs, and immediately turn back to the other side. This will draw the undead in a bottleneck away from pesky firebombers. When you make it to a small guard tower, ascend the spiral staircase and take out the archer on top. Kill the enemies at its base, and you'll find yourself at split between two staircases; one heading up, the other down.

Going down will force you to engage in **combat with a dark knight. He is quick and lethal, and trying to defeat him this early in the game is a quick way to lose all your souls, however it is still 'possible.'** An easy way to bring him down is to get the knight's attention and sprint back past the tower with the archer and up a ladder on to a roof. Watch where he runs to and then pick him off with your best ranged attacks (firebombs are very helpful). If you do venture past this knight you'll be rewarded with a ring that increases defense when HP is low. Instead, head up the stairs, being mindful of a flaming barrel that will be sent rolling down your way.

(It is possible to pull aggro with the black knight and kite him back as far as possible then roll off the bridge right after the bonfire to get the ring and out of the area before he gets back)

Climb the spiral stairs inside of the tower until you reach another white light gate. Take a deep breath and prepare for a tough boss fight. Before you enter the light, turn around and look at the opposite wall where the large barrels with vines are located. The right most barrel will release a crystal gecko when broken!



Boss Fight: Taurus Demon

Click this link to see the video

<http://www.ign.com/videos/2011/10/03/dark-souls-boss-strategy-w-commentary-taurus-demon>

On the other side of the gate, immediately turn around to your right and climb the ladder. Take out the two archers at the top of the tower and climb back down to the bridge. Make sure you have your strongest melee weapon equipped. Halfway across the bridge, the boss will appear and begin charging towards you.

Immediately turn around and run back to the ladder. Climb up and wait for the Demon to get near you, then drop down and attack as you're falling. Depending on your weapon, you should deal quite a bit of damage to the Taurus Demon. Now that you're on the ground, the real battle begins.

The easiest way to kill him is in the beginning of the fight to run to the ladder, climb up, jump, and fall down while performing a falling attack. You strip him of about 1/4 of his health per falling attack. Once you stab him in the head, roll through his legs, or roll around him on the left. Keep running away from him (towards the direction he came from) until he is about 1/3 of the way up the bridge. Then, run back to the ladder as fast as you can and proceed to climb up the ladder again, use the falling attack, etc. If the Taurus Demon is smashing you with his hammer, thus sending you careening off the ladder, then you are not leading him far enough away from the tower. Also, if you stay atop the tower too long, he will eventually leap up there to fight you.

If you're a melee fighter, there is a spot that most of his attacks miss. When the demon raises his weapon to strike, hold up your shield and stay directly between his legs (as close to his crotch as possible). One of his attacks causes him to turn his legs about 30° to his right (your left). When he does this you have to move in a slight circular pattern around his leg to get to that sweet spot. Even if his attacks do hit you, most shields will absorb the damage here and just knock out some stamina. Remember to lower your shield when he's not attacking for quicker stamina recovery and this battle should be a breeze.

Also, if you got the 'Old Residence Key' or have the 'Master Key', you can open the door in the courtyard behind where the 2-3 firebombers were, and through it is a chest. In the said chest is some lightning powder. Add that to the Reinforced Club you can get at the weird merchant, and he will be a piece of cake.

If you're a magic user, keep your distance from the Demon and attack with Fireballs and Soul Arrows whenever you have an opportunity. The fight is tough, so don't be disheartened if you die. If you keep

the fight to the far end of the bridge (where the demon first appears), there is a broken spot in the wall. The demon will hop backwards at times during the fight, and if you're lucky, it may even hop off the bridge and end the fight easily. If you can't seem to get past him, try leveling up near the bonfire, and practice your dodging and evading techniques.

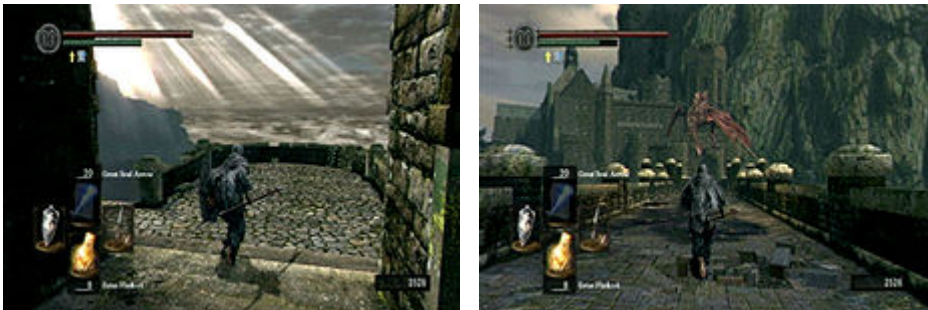
Alternatively, you can defeat the demon using just Firebombs. An easy way to do this is to run back to the tower where you killed the two archers when the Taurus Demon started to charge at you. Climb the ladder to the top, approach the damaged part of the wall, lock-on the demon (which would be likely standing below) and throw Firebombs at it. As the demon would jump up and join you on top of the tower if you lingered too long, it is advisable you throw bombs to it twice, and then quickly climb down the ladder to about 1/2 way down, wait for it to jump back down before you climb back up again. Repeat the process; I used about 10 - 15 Firebombs and my health bar was still full when it died.

The Taurus Demon sometimes drops his Axe upon defeat (Strike: 114 DMG, STR REQ: 46), though the conditions for it to happen are unsure. Reportedly, it was received with: Thief Lvl. 7; +3 Humanity; Not Hollow; No Deaths from Beginning of the Game; Last Bonfire used: Firelink Shrine, levelled up once; First Time fighting the Boss; Boss defeated alone. Confirmation needed.

Confirmed with level 16 mage; +1 humanity; not hollowed; 1 death from the beginning; last bonfire in the undead burg; first time boss fight; fought alone.

Confirmed with level 20 Cleric; +2 humanity; hollowed; multiple deaths since beginning (20+), 5th-6th attempt on boss; fought alone; mixture of plunging attacks and melee finish from floor.

Not Confirmed: recieved with level 7 Wanderer; 0 Humanity; hollowed; many deaths since beginning(30+), fourth attempt on boss fight; fought alone; Used only plunging attacks.



Once you fell the Taurus Demon, continue across the bridge and down the staircase. Turn to the left and walk out onto the landing until you discover the knight gazing off into the sunset. Speak with him, and he'll give you the White Sign Soapstone. This item will come in handy during a handful of future boss battles. Note: If you attack Solaire a few times, he will turn and fight you to the death. Defeat him and you will gain his armor, weapon, shield and the White Sign Soapstone!



Head back up the stairs and towards the long bridge. You'll see the massive red dragon from before perched above the doorway at the opposite end. As you get closer, he will blow fire that burns each of the zombie knights on the bridge. Keep your shield up and run to the halfway point of the bridge.

If you linger too long on the front part of the bridge (away from the dragon), it might just fly towards you and spew flame, which most of the time results in a fiery and instant death. Conversely, it is possible to completely escape the flames, by quickly dashing with a light-built character across the bridge, between the enemies and down the stairs. Go back up the steps, but do not set foot on the bridge to avoid the dragon spewing fire. Use a bow and arrow and shoot the dragon, and immediately start running down the bridge. The dragon will jump down after you shoot him and you can run right inbetween his legs and to the other side without taking any damage. (this worked for me with a lightweight character, hope it helps)

Run down the staircase to the right, then proceed down the next staircase to discover that you are just above the bonfire at the start of the Undead Burg. Drop the ladder down to create a great shortcut between these two points. Once this shortcut is available, this is a great point to grind. Go to the bonfire to revive the enemies, then head back up the ladder. After that, go back up to the dragon bridge, step one foot on the bridge to make the dragon breath fire, run back down before you get hit with it, and 550 souls are yours. Bonfire and repeat.

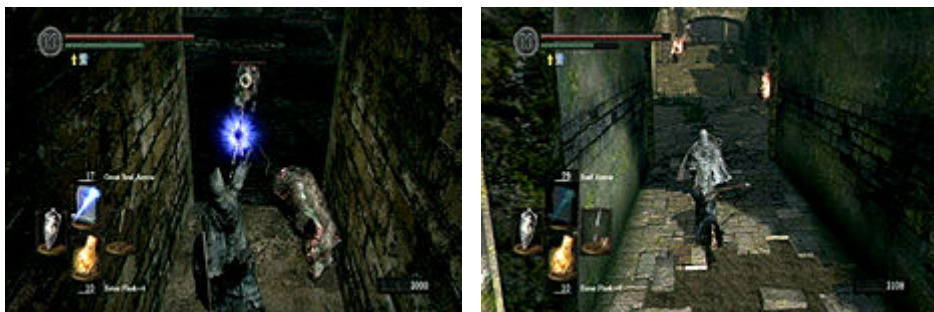


Back up the ladder, take the path that leads below the bridge. To the right, you can see the dragon's tail hanging off the edge of the bridge. With enough arrows and persistence, you can chip away at the tail and receive the ultra-powerful Drake Sword. Check out the video below to know just how to earn this mighty blade. (note: I have accomplished this same feat on the other side of the wall firing arrows randomly at the dragon's head/body. it was a head shot that yielded the drake sword. This may not happen all the time, but this is how it worked for me)

Make your way across the left-hand side of the walkway, keeping an eye on your footing. Lure the zombie warrior towards you before engaging in the one that hides behind the pillar. The next chamber is occupied by a trio of poisonous rats. Although they can be taken out in a few hits, their bites can

quickly leave your character poisoned. Take them out cautiously one by one, then proceed forward. Through the next door is a long open corridor filled with enemies guarding a large gate.

If you have over 200 arrows, and alot of patience, you can kill the dragon. If you stand to the far side of where the rats were, you can shoot at the dragon. just keep pegging it with arrows untill it dies. It gives you 10000 souls, so to an early character, it levels you very quickly!



I did this a bit later in the game so it was much safer and I had a lot more health. Also I advise getting the drake sword before doing this if you want it. So go back to the staircase that you ran down that goes back up to the bridge. Then either lure the undead down and fight them or run around to the small wall between the staircase and the dragon so that he blows fire and kills them all. Either way make sure that he blows fire at least once. Then simply just hang out here for a little while and the dragon will jump off his perch and come land on the bridge. as soon as he lands (make sure you have on light armor) dash past to the bonfire at the gate. By the time you reach the gate and turn around the dragon will be gone for good. From this bonfire you have the short cut to where the boar is or was as well as a few red undead that are sitting to the right of the bonfire similar to how they are in the Londo Ruins. Alternatively you have the option to fight the dragon if you don't make the mad dash but his first attack is him flying the length of the bridge and covering the entire bridge in fire without an obvious hiding spot but the stairwell which will reset him back to his perch.



Once the area is cleared, head down the stairs near the gate and head into the dining area for a mini-ambush. Sweep the room of enemies and head up the ladders. Cross the bridge above the courtyard until you reach an intersection. To your right is an Elite Knight that should only be taken on if you have been putting some time into leveling up (if by chance he has seen you - he is weak to fire.) For now, head to the left. Navigate the hallways and you'll eventually cross a makeshift wooden bridge. Defeat the trio of enemies and enter the Parish on your left. Run straight across to the set of elevators on the opposite side of the church. Take one down to open up a shortcut between the Firelink Shrine and the Undead Parish. Instead of entering the Parish on your left you can also head right down into

a narrow path that leads to a chapel with an altar. Head down the stair to a bonfire and further down you will find a smith to fix your weapons. Also instead of running straight for the elevators, you can attempt a suicide run and lure the big guard away from the shrine, on the shrine is a fire keeper soul.



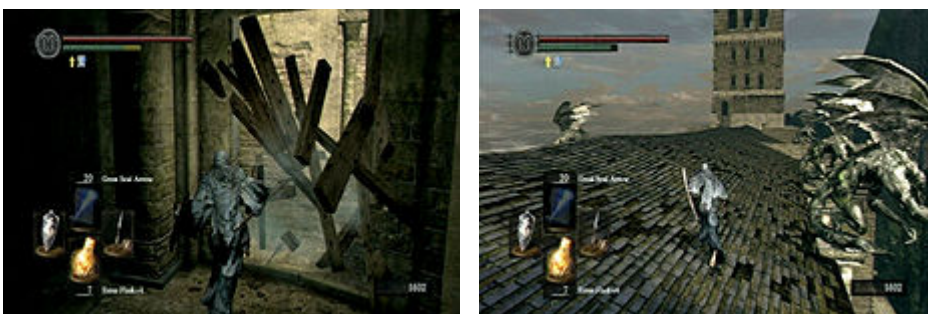
Undead Parish

The enemies inside of the Parish are going to really test your skill, so we highly encourage you to take some time and level up. The knights inside of the Parish are tough, but they reward you with a slew of souls, making it a great place to grind for a bit. Be aware that these enemies can and will parry your attacks (watch for the difference in how they hold their Rapiers) or stab you in the back if you're not being observant. First thing to note in the Parish is a hulking, black-clad knight with a mace, to your right. He is guarding the ever valuable (Fire Keeper's Soul) which, when brought to the silent woman imprisoned under Firelink Shrine, will reinforce your Estus Flasks with an increase in healing power! As long as you stay to the back of the church, and don't provoke the knights positioned at the front, this should be a fairly easy fight. He is slow, blocking is pretty futile, keep your distance and wait for him to attack. The knights wind-ups are pretty long so you can usually just run away and you don't have to dodge. Then swoop in for a 2-3 hit combo. Rinse and Repeat. When the armored hulk is felled collect your 500 Souls and wipe your brow. When you feel comfortable enough, proceed up the staircase just to the right of the elevator. Be cautious of the knight on the stairs.



On the second floor, try to pick off the large sorcerer from a distance. Fire arrows and Soul Arrows through the gaps in the columns to avoid his magic attacks. Funnel the zombies from the large room back into the narrow hallway to avoid being outnumbered. Once the room is clear, search the floor for items and souls. If you're having too much trouble, first clear the ground floor of all enemies, then take out the sorcerer with arrows before proceeding up the stairs. Use the columns for cover when it uses magic.

Second opinion: The best way to make it past this section for a pure melee character is to use a spear or another weapon you can use while blocking. Walk far enough into the room to pull the weaker zombies out of the room. While moving backwards, use the spear to pick apart the zombies one at a time. After you've killed all of the zombies, wait until the mage is in between casting spells and rush him as he is fairly weak up close, just make sure you dodge his pitchfork lunge.



Break through a wooden door and ascend a staircase to find Knight Lautrec. This golden warrior is locked up inside of a prison cell. Free him, and he'll show up back at the Firelink Shrine next time you return. After you've explored the floor, ascend the two sets of ladders until you reach another white gate. If you are human, you can summon Knight Solaire, via the marker just before the white light, to assist you in the upcoming boss battle. On the other side lies the toughest boss challenge you've faced yet (When facing this boss, if you hack off the tail before vanquishing your foe you'll get a gargoyle axe the first time, a gargoyle's shield the second time).

Boss Fight: Bell Gargoyle

Click this link to see the video

<http://www.ign.com/videos/2011/10/03/dark-souls-boss-strategy-w-commentary-titanite-demon>

As a Sorcerer, this fight can be a breeze if you've already purchased the Heavy Soul Arrow from the vendor in the New Londo Ruins. Keep your distance, and the Demon will fall in just a few shots. The same tactic can work with regular Soul Arrows, Pyromancy and ranged attacks such as normal arrows, bolts or throwing daggers. The Titanite Demon is deadly up close, so try to keep him just inside of your lock-on range. His ranged lightning attack is easy to dodge, so taking him down is just a matter of using your own ranged weapons to whittle down his health. There are even a few stones which allow you to shoot from behind them while shielding you from his lightning attacks.

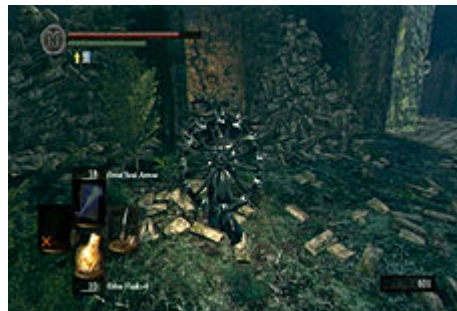
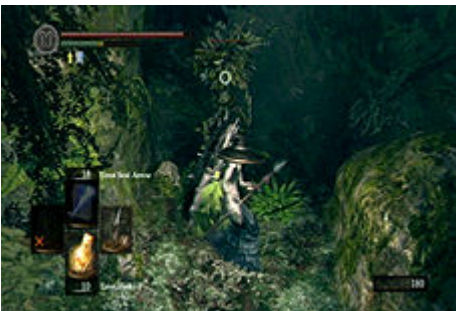
As a melee character, the fight is still fairly easy. The only thing worth noting here is that when you block his swing, he brings his tail around to hit a second time. So keep that shield up after the initial hit. (By the way this swing attack has a very long range) Just block both attacks, and circle or roll to his back and chip away at him. Alternate strategy is lead him to the stairs located behind him when the fight starts. Except for the jump attack, all of his attacks can only hit you if you are on the same level as him. Simply strike him from below, leading him down the stairs until you reach the bottom, run around him, and repeat. If you get low on health, roll away and dodge a lightning and then drink an estus. He is pretty slow between lightning bolts.

Press on after your victory to enter the Darkroot Garden.

Darkroot Garden



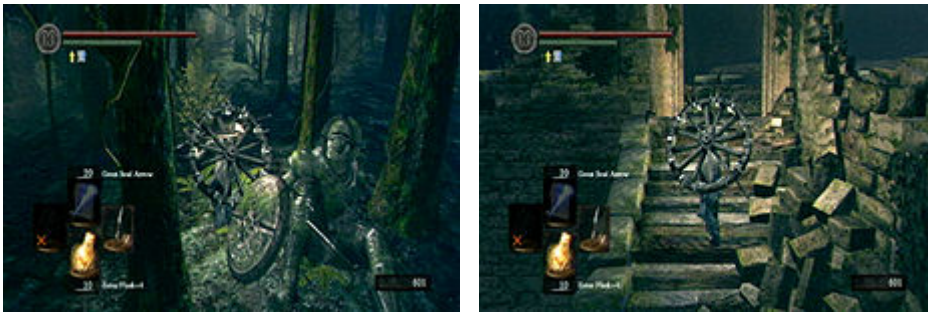
A trek into Darkroot Garden is not necessary to advance the story at this point, but it does provide a great spot to level up and tackle a boss before heading into the far more deadly Depths. As soon as you enter the forest you'll be accosted by Demonic Foliage that pops up from underground. These bushmen are weak to fire attacks, but also crumble pretty quickly regardless. Keep your shield up and wait until just after they attack to begin your assault. Be wary of their "embrace" (two arms go up), as it will take quite a chunk out of your HP. Continue on the path as far as you can go until you come to a large door with a glowing symbol at its center. The key to this door is the Crest of Artorias, which the blacksmith sells for 20,000 souls. Don't worry about this now, and focus your attention on hacking away at the wall to the left of the door. A sneaky bonfire is hidden behind the bricks.



With your Estus replenished, head through the path just across from the bonfire. Take care of the three Demonic Foliage on the right before stepping in to the large clearing. This area is littered with the remnants of Great Stone Knights that reanimate when you step too close. Your options are to hug the left-hand wall and make it to the opposite side without engaging in combat any of them, or try to defeat them one at a time. The Knights have a huge reach with their massive swords. If you have powerful ranged attacks this is not too much of a problem, however if you are a melee class you want to get as close as possible. Just keep your guard up and press into them, circling to the right. Even with the encumbrance spell you will easily find yourself behind them on 99% percent of their attacks. Also, when they are casting their spell that is a good time to wail on them. This strategy will work in close quarters combat with them as well, which will come in handy later. They don't count as Boss-Type enemies, and revive after every bonfire rest. The Knights guard a pile of Elite Knight Armor. So if you're into heavy armor you may want to take time and defeat (or run past) these enemies. Soul Arrows and Pyromancy work great against these behemoths. Each one also drops 300 souls, so this is a great place to level up a bit. Be careful, though. The Stone Knights can put an over-encumbrance spell on you, instantly decreasing your maximum loadout. For the duration of the spell, as long as you are near them you cannot run or even walk fast, while trying to roll will stun you for a

perilous second. Also, be mindful of hidden Demonic Foliage when venturing close to the Stone Knights. Combined with the encumbrance spell, they can swarm and kill you quite quickly. If you defeat enough of these giants they will eventually drop the Stone Sword & Stone Shield which require a massive stat of 40 strength to wield. The base stats of both items are decent (148 physical + 100 magical attack for sword) and would make worthwhile additions to heavy weapon users.

There is a hidden path leading, ultimately, to a very nifty ring. After descending the stairs into the grove, turn right towards a shifty looking tree in one corner. Hit it until it vanishes and follow the path. You will encounter several frog-like creatures and two Stone Knights, one next to the cliff hosting the ambush of the frogs, another up the stairwell behind the first Stone Knight. On the opposite side of the stairwell is a small ledge with another corpse to pillage, but the real prizes lies at the top of the stairs. You will have to fight a Stone Knight in close quarters to get there but the reward is worth it. Found on a corpse on a ledge overlooking the beginning of the Darkroot Garden is "The Wolf Ring", which gives you 40 points of Poise. If you feel adventurous and don't want to back-track down the stairs, you can jump from the ledge over the cliff back to the path below, just make sure you first dash, then do the jump and roll. You'll end up shortly before the bonfire behind the wall.



After you've cleared the grove, ascend the stone tower up to the white gate. On the other side lies your next boss challenge.

Boss Fight: Moonlight Butterfly

Click this link to see the video

<http://www.ign.com/videos/2011/10/04/dark-souls-boss-strategy-w-commentary-moonlight-butterfly>

This luminescent beast isn't too tough, but depending on your Class, it may take you a while to defeat it. For a majority of the fight, the Butterfly is only damageable by ranged attacks, so a strong Bow or some Soul Arrows work wonders. Those Sorcerers with Heavy Soul Arrows can make pretty quick work of this fiend. Even if you are a melee class, you might want to consider wearing an armor with high resistance to magic like the sorcerer's armor, since all of Butterfly's attacks are magical.

Additionally, there is a helpful Phantom caster that will aid you if you happen to be in human form when you reach the base of the Butterfly's tower. There is a summon sign under a bush which you can use much the same as the Knight Solaire in the Bell Gargoyle fight. This ally helps immensely in the battle, as she is a caster that does heavy damage with each volley.

Fire bombs will do the trick if you're a close combat class. They hit with around 110 dam, so grab 15-20, wait for it to land, and unleash hell.

Keep your distance to easily avoid its projectiles. Having armor that is strong against magic is a plus, seeing as how all of its attacks are magic-based. For those of you who are melee-based, wait until the Butterfly lands on the bridge before running up close and unleashing a barrage of attacks. Back off as soon as it begins to glow to avoid its explosion attack, then resume the pattern all over again.



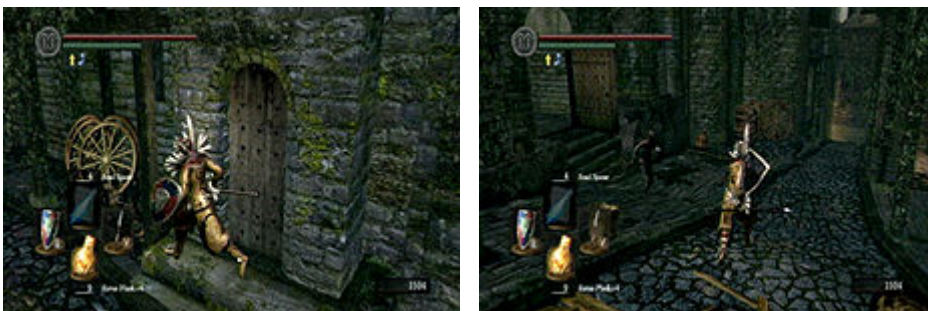
Once you've slain the beast, head up to the top of the tower and claim your Divine Ember and Watchtower Basement Key. With these in hand, head back down all the way to the bonfire above the blacksmith in the Undead Parish.

Lower Undead Burg

From the bonfire above the blacksmith, head back to the bridge opposite the still ornery red dragon. There's a door that you can now open using the Basement Key. Navigate down the stairs and descend the long ladder. At the bottom, take the stairs to the right up a bit and unlock that door that provides a nice shortcut between this area and the bonfire at the start of the Undead Burg.



Back at the bottom of the ladder, descend the set of stairs until you find yourself in an alley lined with burning carts. You might want to consider wearing all the bleeding resistance armor you can get, because most of Lower Undead Burg's enemies attack with a bleeding effect, that will kill you instantly if you were hit multiple times (a bar will be filled in the bottom-middle of the screen when this occurs). Proceed cautiously, because a trio of Undead Attack Dogs wait for you on the street. Try luring them onto the stairs one at a time to avoid being outnumbered. With them dispatched, turn around and begin exploring each house from the back to gain some great armor and items as well as clear the area of any hidden enemies. A locked door near the stairs can be opened using a key bought from the vendor near the bonfire upstairs. Inside lies a set of Sorcerer's Armor, as well as Griggs. Save him, and he'll show up back at the Firelink Shrine ready to sell you some pretty great spells.



Halfway down the street, you'll be assaulted by a group of swift Assassins. Keep your shield up to avoid their daggers and concentrate on taking down one at a time. Each one has relatively low defenses, so they should fall in a few attacks. Break through the last door on the right to find a set of Leather Armor, which provides good defense at a low weight cost. Once you've swept the street of all its enemies and items, proceed through the white gate at the end for your next boss challenge.

Boss Fight: Capra Demon

Click this link to see the video

<http://www.ign.com/videos/2011/10/04/dark-souls-boss-strategy-w-commentary-capra-demon>

The first few seconds of this battle are some of the toughest in the entire game. As soon as you enter the chamber, the Capra Demon charges at you with **TWO** Undead Dog at his side. It's incredibly easy to get cornered within the first few seconds of the fight and get immediately slaughtered.

The key to surviving is to get to the other side of the pair as soon as possible. Get your shield up right away and try rolling to the right to avoid being cornered by the pair. If you can get free of their charge, focus first on the hound. A few swings or spells should be able to take it down. Once the Capra Demon is alone, the fight becomes a bit easier. The key to winning is to keep circling the chamber by backing up the stairs and having the Demon follow you. Fire off ranged attacks and spells when you're far enough from it to avoid its attacks. When it follows you up to the top, hop back off to the ground. When it jumps down, it'll take him a second to regain his posture. Use this to deliver a fury of melee attacks or a Heavy Soul Arrow. Repeat this pattern, keep circling the room until the beast is dead. (**NO MATTER WHAT, KILL THOSE DOGS FIRST OR ELSE YOU ARE DONE FOR**)

Another strategy is to go to the edge of a small, barelyly visible platform, at the top of the stairs behind the tree, and raise your shield waiting for the Capra demon to attack you. The Demon will attack you, but he'll fall from the platform because of his own attacks. This will give you an opportunity to heal, or do a dropping attack on him causing massive damage.

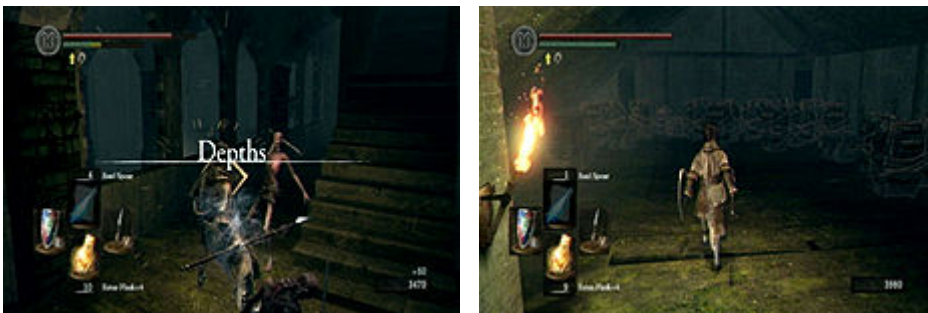


After the fight, leave the chamber and head down the stairs to your left. Proceed cautiously and watch out for another handful of Assassins lurking in the shadows. Follow the curve of the path until you come across a raised landing on the left. Climb the spiral stairs to the top and follow the path until you unlock a shortcut back to the aqueduct near the entrance to the Firelink Shrine. With this path now open, head back down the stairs and proceed to the end of the curved hallway to enter The Depths.

The Depths

After defeating the Capra Demon, head out of the room and down the stairs to your immediate left. Up ahead are a pair of hollowed thieves. One is visible and one will be to your left, hiding behind part of the wall. Further ahead will be two sets of stairs that lead up to a shortcut and the door to The Depths will be to your right.

The only way to survive The Depths is by taking your time and listening for audio cues. The enemies here are ruthless, dripping with poison, and oftentimes hidden. The first few chambers contain shambling zombies with torches. Try to take them out from a distance before they can cause massive damage with their fire. Once they're dispatched, grab the items from the area and continue on.



You'll soon come to a room filled with breakable barrels. Free the man who is trapped in one to discover that it is Laurentius of the Great Swamp. He will thank you and journey back to the Firelink Shrine. Word of warning: DO NOT break the barrels with a weapon. This will aggro him and then you will have to kill him. Roll into them instead. Outside of this room, head to the makeshift kitchen and engage with Butcher. Claim your Large Ember after the battle and press forward. You'll see a Giant Rat behind a fence that you're safe from now, but you'll eventually have to kill it to move on.

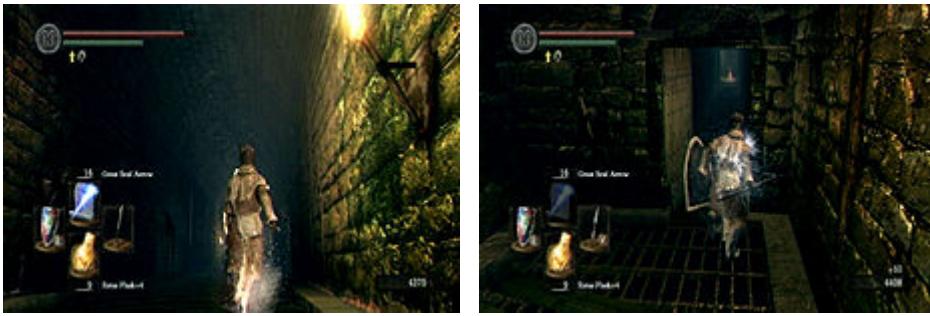
Once you get to the long, narrow hallway, look up at the ceiling. The path is littered with Slimes that will drop down on you and quickly leech away your health. Take them out with Soul Arrows and Pyromancy, or stick close to the walls to avoid them. At the end of the hall is a door leading to a bonfire.

The slimes are great farmers to drop Large titanite shards and green titanite shards early on, however, much later it becomes simpler to do so. However, if you want to upgrade weapons now, for more damage, this is a good place to do so.

You can use large titanite shards to produce any +5 weapon to +5 raw weapon or continue to take any +5 weapon to +10. They are also able to be used on armor, starting at about +4 or +5.

Green titanite shards are also used to take most +5 weapons to divine (faith), magic (intelligence), or fire weapons. They are used from one of these until +5, when the correct color titanite chunk is used.

One method is to use a bonfire to replenish magic. Go out into the hall, parry the zombie, dash down the hall, kill the second zombie, turn around, and use fireball on the 6 slimes. With a humanity around level 16, it seems just about every combat attempt described above results in 1 green shard and 1 large titanite shard.



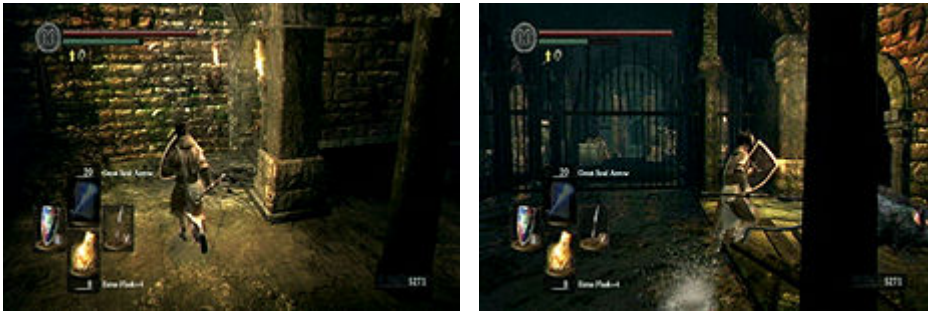
Eventually you'll come to a labyrinthine set of narrow corridors. Keep an eye open for trap doors on the floor that drop you down lower in the maze, and the small mice (normal sized for our standards) since they run away towards the exit of the maze. At the end of this section, you'll emerge in the chamber of the Giant Rat you spotted before. The best tactic for this skirmish is to hit it with ranged attacks and retreat back into the hallway when it charges at you. It's too big to fit through, so repeat this process to defeat the beast.

An easier way to defeat the giant rat and gain the Spider Shield in the process is to go back to where the first butcher was, the one working at a table in the back of the room, and smash some barrels behind his table against the wall. This will open a passageway that leads to a wide walkway above the rat. Then it's a simple case of using ranged combat, either magic or arrows, until he dies without you taking any risks. Before jumping down to where the ratty corpse lies, follow the walkway counterclockwise until you come up to a corpse. Loot it and you will have the spiffy spider shield.

Slide down the far left side of the slippery slope (the middle drops you into a difficult basilisk area) to enter the lower levels of The Depths. (Note: If you are in human form you will be invaded at this point by an NPC he is rather weak just make sure you steer clear of any enemies while you dispatch him.) As soon as you get to the bottom of the slope, turn right and run past the slope to find a shortcut on the right leading back to the bonfire near the long hallway. If you didn't fall down one of the holes in the halls near the rats you'll find that this area is home to the extremely dangerous Basilisks. These frog-like enemies have low HP and deal little damage, but the smoke they fill the room with has the ability to Curse you. If you get Cursed, you will immediately die and be sent back to the bonfire with your max HP cut in half. The curse can also stack, so dying with half a health bar will make you revive with one-fourth, and so on. The only way to cure a Curse at this point is to go to the vendor just below the first bell, or to the vendor at the far end of the shortcut leading to the Firelink Shrine you opened earlier, so make it a priority to take out these Basilisks as soon as you spot them. If you have a Cursebite ring, put it on to almost triple your curse resistance. Also the Ring of Sacrifice that destroys itself in place of the loss of souls and Humanity, does not work when being cursed, but at least it doesn't break.



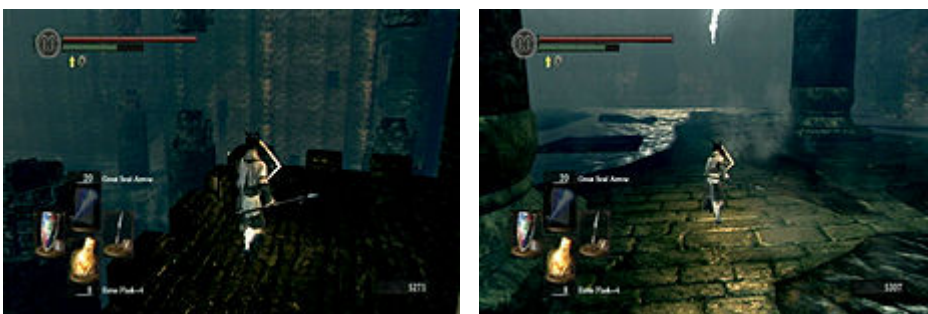
From where you slide down the slope you are given two routes: one being to the left where you fight your first Basilisk; and straight which heads to a boss and a merchant. If you are feeling brave and want to fight a few more Basilisks, the left route will eventually lead you to a loot that provides you with the amazing Ring of the Evil Eye, which while worn restores a small amount of HP upon killing an enemy. Press on straight ahead from the sloped area and you'll find a long room with a gate at the end. The door is locked for now, so concentrate on unlocking a shortcut back to the beginning of The Depths by opening a door at the top of a thin staircase opposite of where you entered. With this open, head back to the locked gate and turn right.



You'll find yourself at the top of a massive chamber. Take your time clearing each level of its enemies and grabbing the items that adorn the corners. Be sure to take out the magic caster on the 3rd(Top) floor. Once you enter the room via the door look up and arrow him a few times. His magic will most likely hit the wall between you and him. But stay on your toes every once in awhile his soul arrow comes your way. If you choose to ignore him, be aware: he'll cast soul arrows on you during the following boss fight. Make your way down to the bottom floor to find the white gate. On the other side lies the most physically intimidating boss you've faced so far.

Boss Fight: Gaping Dragon

If you are human at this point make sure to summon Knight Solaire or Knight Lautrec to your side. The Dragon emerges from the bowels of the room in dramatic fashion. Although its attacks are incredibly powerful, the beast is quite slow. Use ranged attacks, particularly Heavy Soul Arrows, when the gap between the two of you is large. The best time to engage in physical attacks is directly after it charges at you. Move out of the way of the attack and the Gaping Dragon will be stunned for a few moments. Take this opportunity to rush in and deliver a barrage of attacks. Watch out for its puke attack, it will damage your weapon's durability.



If you're feeling particularly bold, try concentrating your attacks on his tail. After you've caused enough damage, the appendage will fall off, rewarding you with the powerful Dragon King Greataxe.

Also note that the Dragon is weak to lightning, so use Gold Pine Resin if you have any. With enough patience, you'll take the beast down and be rewarded with the key to Blighttown.

Darkroot Basin



Although the 2nd bell is found at the bottom of Blighttown, we recommend doing a bit of exploring beforehand to level up and grab some valuable armor. Your next stop should be Darkroot Basin, but before this you will need to get your hands on the Rusted Iron Ring: this allows you to lose no speed when walking through water, and is invaluable when taking on Darkroot Basin's Hydra.

The ring is relatively easy to find; to get it first head back to the Firelink Shrine. Go to the elevator gates that you opened earlier that transport you to the Undead Parish Cathedral and get in. As you are being lifted up jump off where you see the platform and look for a pillar that connects to the main circular tower. You have to walk over to the patch of grass and take a running roll off the edge to land squarely on the pillar. Then climb up and walk around to the left where the roof is, you may have to roll over the gap - search the corpse here for a key. Now head up to the top of the spire to find a bird's nest, stand in it and you will be prompted to curl up in a ball. Do so and wait a few seconds and the Raven will take you back to the Undead Asylum.

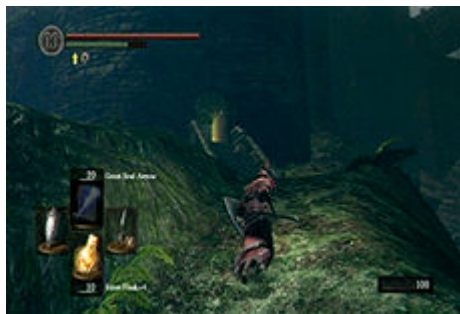
Now this place is a little tougher than last time, and you need to watch out for the Knight from the tutorial who gave you the Estus Flasks, as he is hollowed and looking for a fight. There are a few Dark Knights scattered around as well, though they shouldn't be too much trouble at this stage. Be very, very careful not to run into the middle of the main hall where you fought the Asylum Demon in the tutorial, as the floor will crumble and you will be dropped in front of the Stray Demon who is a pretty challenging boss. He offers a Titanite Chunk and 20,000 souls, so figure out if you are strong enough to challenge him and claim your prize if you dare.

After you have gone back up to the top floor and fought your way through the knights and the weak enemies, open the gate with your new key in the room with the two Hollowed soldiers and walk to the end where you will find your Iron Ring.

Now that you have the ring, return to the Firelink Shrine and from there head back to the blacksmith and the entrance into Darkroot Forest. About halfway between the entrance and the glowing door, take a sharp right and head up the slope towards the brightly glowing plant. You'll find yourself at the top of Darkroot Basin.



Navigate down the winding paths, stopping to gather the Leather Armor and Large Soul of a Nameless Soldier. Take your time near the bottom, as a Black Knight is waiting for you in the fog. The path is narrow during this battle, so be sure to watch your footing as you repel his attacks. With him defeated, you'll spot a cave containing a bonfire. Note the elevator at the back of the cave, but don't use it quite yet. Exit the way you came in and make your way towards the large opening on the left. This valley is filled with an array of Crystal Golem as well as a Hydra in the lake.



Stay away from the water for now and lure the Golems towards you one at a time. Use a bow, it's rather easy to accidentally aggro two at a time otherwise. They are quite strong, but incredibly slow. Keep your distance and fire off some Heavy Soul Arrows to chip away at their health. Alternatively, you can circle behind them and defeat them with two-handed attacks rather easily, blocking and retreating from their AoE ice attack when necessary. After you've cleared the valley of the Golem, head towards the watchtower opposite of where you entered the Basin. Proceed with caution, as you're attacked the moment you open the door. Run past the hulking Knight and attack him as you are backing up the stairs. Keep your distance to avoid his hammer, and you'll be able to take him down fairly quickly. If you have the Endurance to equip it, the armor he drops is incredibly powerful. He may also drop Havel's Ring (Boosts max equipment load.)

Boss Fight: The Hydra

Back in the Darkroot Garden, come out of the tower where you fought the powerful Havel, and go towards the lake to engage the Hydra (after luring off those pesky golems one at a time). The beast only has two real attacks. Until you get close to it, you'll have to contend with its devastating Water Cannon Attack. This thing will decimate even the strongest of warriors, so concentrate instead on charging straight towards the beast. You can risk grabbing the Knight Armor from the shore or just going straight into the fight; the latter is recommended. If you enter the lake from the left-hand side, keep locked on to the Hydra while moving sideways and rolling to avoid the Water Cannon Attack, and then make your way forward. When you're close enough, the Hydra will cease with the projectiles in favor of attacking by lunging all of its heads at you. Keep your shield up to soften the blow, then

hack away at the heads with your strongest attacks. Letting go of R1/RB after blocking the attack will let your Stamina recharge much faster in time for the next assault. A strong sword or a quick spell are your best options here. Once you chop off a majority of the heads, his attacks will start to fall far enough away from you where it's not worth risking falling in the pit. Before the battle make sure you have a ranged attack (souls arrow or bow/arrow) to take the last chunk off of his health in between his attacks. **WARNING!** Do not get too close to the Hydra, you may not notice but there is actually a drop-off point under the water that will kill you instantly, having the beast nearly dead just to roll off the unseen edge is far from fun.

Behind Hydra

After beating the Hydra if you continue along the left side of the water you'll find a back opening to the lake, you need to rest at a bonfire before the enemy becomes active. After entering the small cave you'll see a larger slightly gold version of the Crystal Golems. Hang close to the walls while fighting it so that it will be easier to move around on the small shore to the right. Both type of Golems have the same basic attacks, only it does much more damage. It's fairly easy to beat if you take your time and it's well worth the 5000 souls. After beating the Golem, a maiden appears talking of how she comes from a place long ago rich in sorcery and how she wants to pass it on to you. If you answer yes, a signature appears in front of the lake, where you can summon her and purchase spells and learn a gesture. Her spells mostly focus on camouflage and invisibility, but she also has a spell that repairs all your equipped weapons and armor.

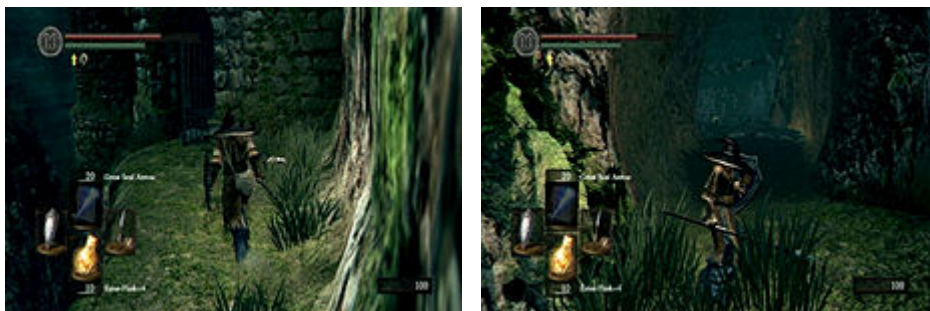
Valley of the Drakes

Before you set off to ring the second bell, there's a bit of business to take care of. Head back to the bonfire in the cave near the bottom of Darkroot Basin. Go to the back of the passage and take the elevator down to the entrance of the Valley of the Drakes.



This relatively small area is populated by a family of tough Wyverns. These dragons have high HP and spit electricity that will make quick work of anyone unfortunate enough to be standing in front of it. The only way to combat these beasts is by engaging them one at a time and keeping your distance. If your Intelligence is anywhere in the 20s, a few Great Heavy Soul Arrows will take down a Wyvern before it can do too much damage. These beasts also give a ton of souls, making this spot a great place to farm for souls. Destroy a few, head back up the elevator to the bonfire, then do it all over again. If you're finding the dragons too much to deal with, you can also run past them and just avoid the encounter altogether.

There are three guarding a massive iron door, which you currently do not have the ability to open. Instead, make your way along the cliff-side to the left, where you will see a lone Drake on a narrow path. To the left of this Drake, there is a barely noticeable, small cave where you will find some humanity. When you make it halfway up the canyon, you'll spot a sleeping Undead Dragon. You can sneak by without engaging it, but if you want the great Dragon Crest Shield, you'll have to grab it and dash away. Although the Dragon is intimidating, you can defeat it pretty easily by standing outside of its poison spew and pummel it with ranged attacks.



After you've dealt with the Undead Dragon, continue up the cliff towards the gate. It's currently locked, but if you head into the tunnel on your left, you'll find the key at the end. Open the gate to create a shortcut to the start of the New Londo Ruins, and more importantly, the Firelink Shrine. (The key is not needed if you started the game with the master key, it will unlock the door. Making Valley of the Drakes and Blightown accesable fairly early on in the game, also don't get confused as I did into thinking that the key you're looking for opens the gate guarded by the wyverns.)

Blighttown

The home of the second bell, it's best to avoid this area until you are prepared by completing the previous lands, excluding Valley of The Drakes. *Bring lots of poison healing herbs.*

The easiest way down to Blighttown and to Quelaag's Domain is to take the lift underneath Firelink Shrine, which will take you to New Londo Ruins. From the bottom of the lift make your way down the stairs and, when you leave the stone tower, enter the doorway to your right. This will lead you to the Valley of Drakes. Head across the narrow plank bridge and enter the cave to your right. Be careful taking this route as there are 3 Barbarians; these are slow and easily defeated 1 on 1 but you will likely agro 2 at once. For quick kills run straight past these Barbarians without engaging and run to the ladder on the right of the wooden platform you come to. Climb down and as you do so the barbarians will fall off the walkway to their timely deaths (these enemies respawn)

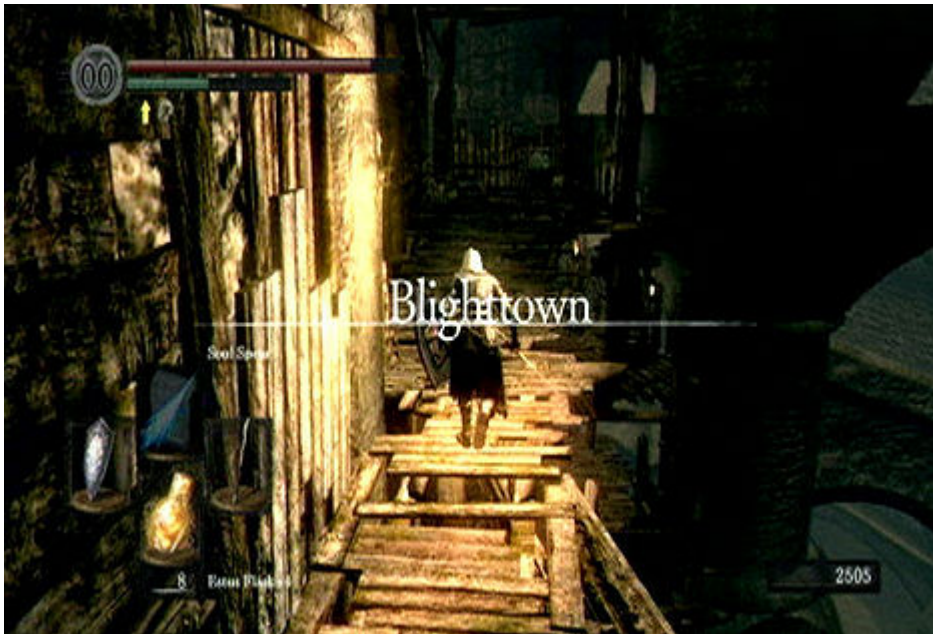
(The primary entrance to Blighttown, if you don't have the master key, is through the metal door near the end of the Depths. It is located at the end of the large arcade with the two rats and two of the slime monsters (that usually drop from the ceiling) that are in the water. You can easily take care of one enemy at a time. If coming from the Depths Fireshire directly to the door be careful attacking the first slime monster as the larger rats from the labyrinth will run and attack you.)

ENTERING FROM FIRELINK SHRINE



Be careful of the three poison trolls you will encounter in the cave. They have a wide sweeping club attack that can do a significant amount of damage while spiking up your poison meter. However, their overhead attacks leave them open to a few solid hits, allowing you to slowly wear them down. In melee, it is best to circle them both to avoid some of their attacks and try for a critical back attack. A magic-based character should find these trolls easily defeated. (Alternately, one could just run past and they will often topple over the cliffs further on as they try to follow you.). You can also agro the Barbarians and run back to the ladder you came from, they cannot climb and

will walk around below, perform a drop attack and take off a large portion of their health.



Head down the wooden platforms at the back of the cave. (The ladders will always be located near and marked by a torch.) Watch out for the flying bugs that will periodically attack you, their ranged attacks deal a significant stamina hit and will poison as well.

At the bottom of the 5th ladder take a left into a tunnel, which is filled with many dart gun men who shoot poison darts. (Thankfully, these enemies do not respawn.) They can be eliminated by advancing with your shield up, then attacking between their shots. After the dart gun men are gone, you can use arrows or magic to clear from range the fire hounds in the lower center of the room.. Head down the ladder near the back wall of chamber and take out any remaining dogs. While on the lower level of the dog/dart-man room, there is a small alcove along the right wall with an item and a pair of hounds.



Head back to the bottom of the 5th ladder and follow the path onto the wooden platforms. When you get to the bottom of the first set of platforms, circle around to your left to reach a root bridge to a chest and the crimson armor. (Be careful, this is a terrible spot to be attacked by one of the flying bugs.) Backtrack to the ladder you just came down and make your way to the giant wheel rotating before you. Once you locate the "boarding" area (it's marked by a large torch), jump or roll onto a platform as it passes. Focus your camera down and exit the platform as it passes more wooden scaffolding, otherwise you will be dumped into the poisonous swamp.



Once you reach the bottom of the scaffolding, run along the edge of the swamp, hugging the left wall and clearing the giant fire-bugs as you go. Be wary of the time you spend in the water, every moment ticks your poison meter ever higher. Don't overly concern yourself with the mosquitoes, they spawn in an infinite stream and yeild little souls. Be certain not to miss the bonfire in a tunnel after the second patch of land; there is a dragon scale in the back of the tunnel past the broken grating. If you are human when entering this bonfire, expect an imminent NPC invasion from a named phantom, Maneater Mildred. (If you defeat her, you will get the option to summon her later for the battle with Quelaag.)



Facing out of the tunnel, you can see Quelaag's lair in the distance, which appears to be a giant, spike-covered mound. This is also an excellent time to explore the swamp; the close proximity to the bonfire allows you to simply rest to clear your poison rather than having to cure it with items. There are several large souls, two armor sets, various weapons, and a poison pyromancy to be had from the swamp. When you feel prepared, head for Quelaag.



The giant mountain at the end of the swamp is where the boss for the area is located. Make your way towards it slowly and keep a ranged weapon close at hand to deal with the mosquitoes. Try to stay to the right as you approach the mountain; there are a number of the larger Blighttown trolls armed with boulders that they will throw at you. If you make your way up the right side of the mountain you should be able to enter the cave with little provocation from these enemies. Once in the cave, you can safely ignore the infested-egg enemies, they will not attack you. If you do kill one, it will die and spawn a group of maggots that can be trouble if you don't back up quickly.

The fog gate at the end of this tunnel will lead you to Quelaag. If you are in human form, and you banished the phantom in the NPC encounter earlier, you will be able to summon Maneater Mildred to fight with you. She does not do much damage, but she can be an invaluable distraction to keep Quelaag off of you.

Boss Fight: Chaos Witch Quelaag

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<http://www.ign.com/videos/2012/05/07/dark-souls-boss-strategy-w-commentary-the-ceaseless-discharge>

However, if you're feeling bold sprint towards the exit and the white gate that you entered through after grabbing the armor. Ceaseless Discharge will follow and, when he swings at you and lodges his grip on the ground, you can strike at him with your weapon. After only a few hits, he will lose his grip and fall to his death.

This boss can be either guaranteed death, or the easiest in the game, depending on the strategy that you enter with.

Undead Asylum Part 2

At this point, it would be a good idea to revisit the Undead Asylum again. You can reach the prison by taking the elevator that runs between the Firelink Shrine and the Undead Parish, and jumping out of it about half way up. Shimmy to the right along the ledge and face the broken tower. Jump or roll to the pillar and begin ascending the staircases. Be sure to grab the key that's located on the roof of one of the buildings before you make it to the top.



When you reach the top, you'll find a birds nest. Use the action button to curl up into a ball and wait. The crow will swoop down and transport you back to the Undead Asylum. Head down the hill and take care of the zombies. They're a bit stronger than before, but they still shouldn't provide too much trouble.

To the left hand side of the slope is another nest. Interact with it to find a Crow that you can trade items with. The trades go as follows.

Item Traded	Item received
pendant	souvenir of reprisal
rubbish	titanite chunk
sunlight medal	white titanite chunk
blood-red moss clump	twinkling titanite
purple moss clump	twinkling titanite
blooming purple moss clump	twinkling titanite x2
cracked red-eye orb	purging stone x2
humanity	ring of sacrifice
twin humanities	valuable ring of sacrifice
prism stone	demon titanite
dung pie	demon titanite
pyromancy flame	red titanite chunk
pyromancy flame+1 or above	red titanite slab
egg vermifuge	dragon scale
sunlight maggot	old witch's ring

sack	demon's great hammer
skull lantern	ring of fog
ring of the sun princess	divine blessing x2
xanthous crown	ring of favor and protection

Beware, however, you can only trade these items once per playthrough, if you try trading twice you will lose that item. If you try trading two items at the same time you will lose both items. To trade you drop the item in the nest and quit the game. Reload the game and you will get the item you wanted. When you reach the courtyard where you first fought the Asylum Demon, be sure to stick to the edges of the room. Walking in the center will cause the floor to collapse, so make sure you get to the bonfire in the next room first.



Before the battle, equip armor and a shield that are resistant to fire. Breaking through the floor will lead to a battle with the Stray Demon. This is the large Axe wielding brute you caught a glimpse of upon first exiting your cell. He's more powerful than the Asylum Demon you fought before and is able to deal massive fire damage. Try to stay directly behind him for a majority of the fight, always keeping your shield up. His most damaging attack is his Flame Explosion that can be countered with a high fire resistance. If you are equipped well and stand directly behind him, you should be able to just trade blows with the Demon. Defend or back away when he starts to do the Flame Explosion, then retaliate with a few of your strongest attacks. Repeat this until you've destroyed the beast.

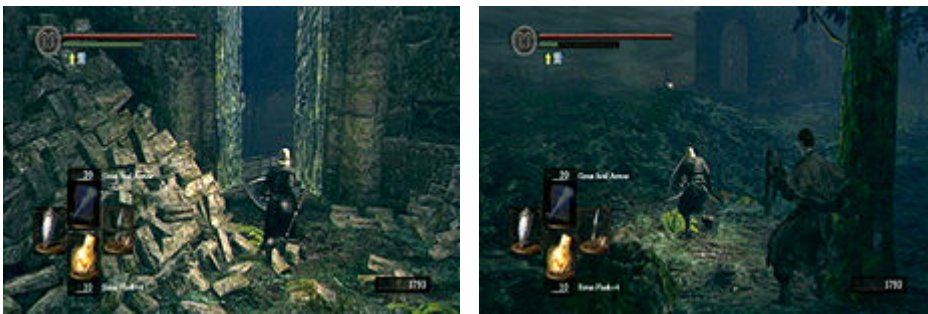


With the Stray Demon taken care of, the rest of the Asylum is fairly easy to explore. Head back to the cell where you started the game to find a Peculiar Doll. This strange item will come into play later once you reach Anor Londo. Approach your cell with caution as it is now guarded by one of the Black Knights. There is a second Black Knight in the corridor you first received your shield in. You are also tasked with fighting the knight who originally gave you the Estus Flask. After this simple battle, head to the top floor of the Asylum and go past the spot where the white gate originally stood in the Prologue. Use the key you grabbed back in the Firelink Shrine to open the door and claim your prize. The Rusted Iron Ring will grant you full mobility while wading into water. With this in hand, there is nothing left to do in the Asylum. Head back to the Firelink Shrine to continue your journey.

Darkroot Garden Part 2

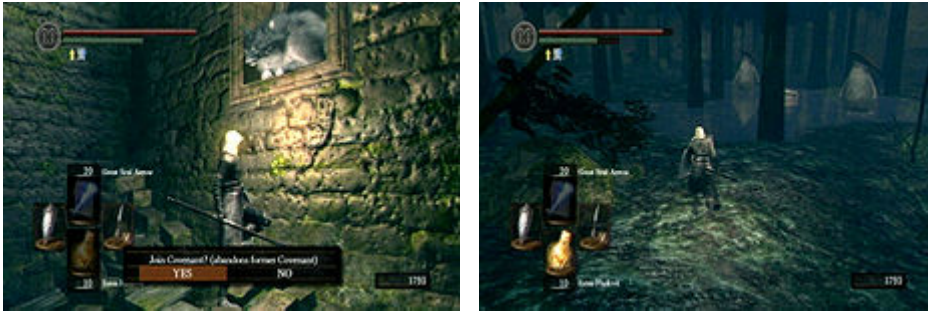
Before you make your all-out assault on Sen's Fortress, it would be a good idea to take care of some loose ends in Darkroot Garden. If you have 20,000 souls, you can purchase the Crest of Artorias. Use the Crest to open up the door in Darkroot Garden next to the bonfire. The following area is tough, so prepare to run as soon as you cross the threshold.

If you don't feel like spending the 20,000 souls to go through the door, there is another option. If you make your way back to where the Hydra was (or is, depending on whether you've beat it or not), there is a ladder that you can climb to the right of the waterfall. Make your way up the ladder. Once you have reached the top, cross the bridge then move along the narrow edge. You will see another ladder and an item nearby. Grab the item and make your way up the next ladder. This will give you access to the same areas, but not at the expense of your valuable souls.



This section of the Garden is home to the Clan of Forest Protectors. These human warriors are extremely powerful and will attack anyone who enters their woods. While you will eventually want to move on, for the time being you might want to cash in on the only amazing soul farming area in the game. Upon entering, notice the area to the left of the stairs, the ledge right under them. The idea of this soul harvesting technique is to get enemies to follow you and lead them to that point. The Forest Protectors will simply leap off the cliff. This will net you about nine to seven-thousand souls, depending on how many you can lure, go back to the bonfire and repeat as many times as you want.

When you are ready to move on, make a quick dash straight ahead through the trees. Don't stop moving as you run forward towards the stone building in the distance. As soon as you enter the structure, look to your left to spot Alvina of the Darkroot Wood. Speak to this Cheshire Cat and agree to join her Covenant. This will allow you to traverse freely through the Garden provided that you don't attack any of the Forest Protectors. Being a part of this Covenant makes exploring this area dramatically easier. Joining this Covenant will also keep you safe from invaders. When you are in darkroot garden and not a member of the Forest Hunters Covenant players can be invaded without any warning at all. In fact this is the only area in the game where multiple invaders can team up on you without any notification.



Leave the structure and make a quick left to find a set of Stone Armor. If you have the strength to wear it, this armor provides incredible defense at the expense of mobility. After you've grabbed the items, head to the center of the woods until you come across a family of Mushrooms. These enemies are tough but slow, so either run past them or prepare for a long fight. Either way, wade into the middle of their pond to grab the Enchanted Ember. With this in hand, head towards the cliff opposite of where you spoke with Alvina. You'll spot the white light of the door from a distance. Once you've arrived, prepare for another tough boss battle. Killing Sif does NOT break the Forest Hunters Covenant; talk with Alvina reveals that she finds Sif's intrusion of the forest graveyard an abomination.

NOTE: I'm not sure if this is an anomaly or something, but I just defeated Sif after joining the Forest Hunter clan and from what I can tell, I'm still in the Forest clan. The Forest Protectors are not attacking me, and it still designates me as a Forest covenant member in my status screen (The reason for this is because of Alvina asking you to kill Sif as it marks it as a problem for the Forest, You require this mini-mission by killing invaders during your time in the Clan, during the said fight (After Alvina tells you to take care of it), If you damage Sif enough it'll be limping, persuading the player not to kill it, If the player decides not to kill Sif, he will run off. Doing this WILL MAKE YOU BETRAY the Forest Clan, and you wouldn't be able to join it for the rest of the playthrough)

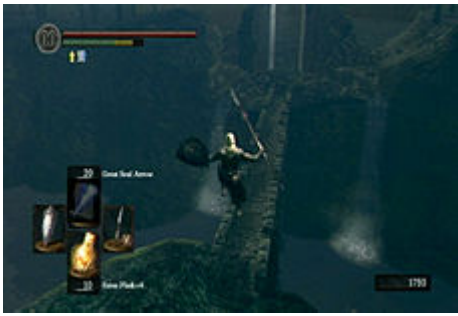
Boss Fight: Great Grey Wolf Sif

Click this link to see the video

<http://www.ign.com/videos/2011/10/04/dark-souls-boss-strategy-w-commentary-great-grey-wolf-sif>

The fight with Sif can turn out to be one of the toughest so far if you don't go in with the right strategy. He moves fast and swings his sword even faster. Guarding with a shield that reduces physical damage is a much better way to go about this fight than trying to dodge his huge swings.

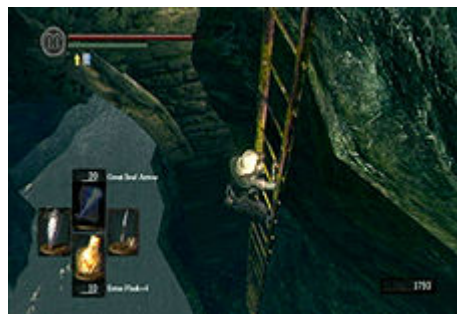
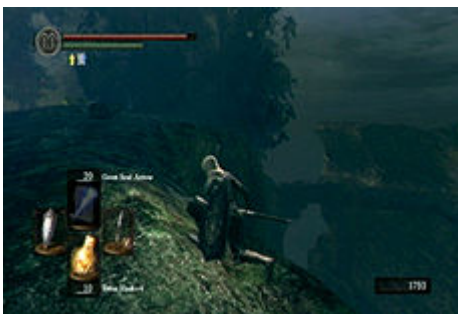
Magic casters will have to be careful during this bout. Using a spell like the Heavy Soul Arrow that takes a moment to cast leaves you vulnerable to the Wolf's powerful attacks. Instead, focus on using melee attacks and fast magic like the Great Soul Arrow. Surprisingly enough, the safest place to be during this fight is directly under Sif. This will put you out of harms way from a lot of his attacks, and gives you an opportunity to slash at his legs. Cause enough damage to his legs and Sif will eventually begin limping around the battlefield. This makes the fight much easier.



If your Pyromancy is particularly advanced, an alternate strategy can make quick and devastating work of Sif. Equip either the stone armor set or Havel's armor, if you've acquired it already, the most physically solid shield you have, and the Ring of Steel Defense. Slot as many variations of combustion (greater combustion is particularly effective) as you have available, as well as Iron Flesh, to add teeth to your set.

As soon as the battle begins, cast Iron Flesh on yourself, then engage Sif at point blank range, attempting to stay underneath him throughout the battle. With proper timing, it is possible to slay Sif without taking damage, simply by tanking him with your powerful armor and shield whilst pounding on him with your strongest pyromancies. Executing this strategy properly can reduce a deadly boss to one of the easiest in the game.

Another tactic is to find a slight change of elevation and use it to your advantage. If Sif is swinging his sword from ground slightly higher than you, most of the attacks will fall harmlessly over your head. Regardless of your strategy, defeating Sif rewards you with the Covenant of Artorias and the Soul of Sif. The Soul can be used for souls or for upgrading your weapons, while the Covenant of Artorias is used later on in the game to fight a boss. The Hornets Ring can also be found behind the pillar at the center of the group of graves.



With Sif defeated, your final business in the Garden involves climbing down a series of ladders near the waterfall. After exiting Sif's chamber, head left and follow the cliff all the way around until you cross a small stone bridge. On your right is a ladder that leads to a path heading down to the lake where the Hydra once swam. Once you get down to the water, head along the wall to the left until you spot a golden Crystal Golem. This fight plays out like any other with a Golem, except that its attacks are far more powerful and your mobility is hampered by the water.



If you've revisited the Asylum, equip the Rusted Iron Ring to move freely through the water. Take your time with the fight and make sure not to journey too far out in the water. A majority of the lake is a bottom pit that will lead to an instant death. Once the Golem is defeated, you'll free Dusk of Oolacile and gain the ability to buy things from her shop near where you fought the Hydra originally.

You may have already beaten the Golden Golem. After defeating the Hydra just rest at a bonfire and return to the alcove behind the lake.

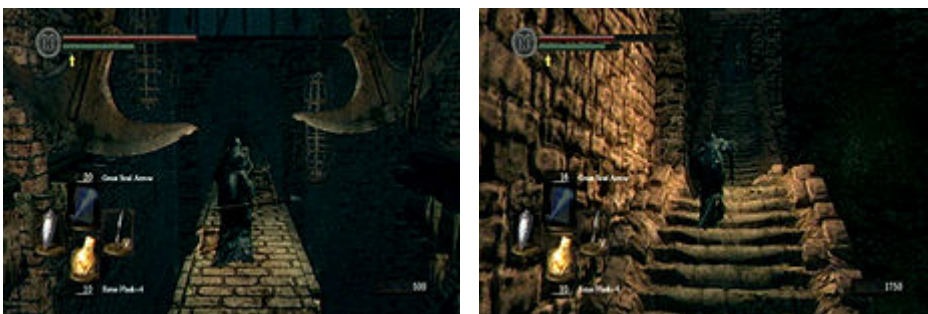
Sen's Fortress

With the second bell rung, it's time to begin your ascent of Sen's Fortress. The main gate is now open, so slowly make your way inside the structure. There is a pressure switch as soon as you enter, so avoid it for now. Lure out the Serpent Soldiers and trigger the trap to have a trio of arrows fired straight at them. Take out the beasts, grab the "Soul Of A Brave Warrior" in the right corner before the door, and carry on.



Balance your way across the thin platform as you avoid the pendulums. Take out the Serpents, including the one above you who is shooting lightning at you. Avoid the floor switch in the next room and make your way to the outside area. Wait for the boulder to pass before you run up the stairs and take out the Serpent Mage. Grab the Ring of Steel Protection from the room he was guarding before heading back down the stairs and exiting through the white gate.

Watch out for another floor trigger as you press forward. When you reach the room where the boulder rolls down the staircase, wait for it to pass before following it down to the bottom. Hang a quick left at the end to enter a chamber with a Mimic Chest. Opening it will result in an instant death, so attack it instead. Keep your distance while fighting the Mimic and avoid its arms when it tries to grab you. Your spoil after the battle is the Lightening Spear, which is a great, powerful weapon that nearly any character has the stats to wield.



Before going back up, go back to the boulder path. You'll notice that there's a hole in the floor that has a boulder lodged in it and now there's a hole in the wall. There is a ladder next to this boulder if you want to head to the lower levels and search for some items. However, once another boulder passes follow it into the hole in the wall. Be careful as it bounces off a wall and down a long hallway. **DONT GO DOWN THAT HALL.** There's nothing but an endless cliff and once you've headed down there another boulder is on the way. Instead, in this room you'll see a body against a wall. You'll find the Covetous Gold Serpent Ring, which boosts your item discovery to about 300 even with zero humanity. This ring is incredibly useful for finding weapon reinforcement items. Now go back to the

mimic chest room with the Lightning Spear.

Take the dumbwaiter up (make sure to jump off the dumbwaiter as soon as it reaches the floor above or it will continue up into a spike death trap) until you enter the room where the boulders are being shot from. Rotate the contraption so that the boulder is firing down the shaft leading to the room at the beginning of the fortress, which is opposite the direction that allows a view of the outside. The projectile will crash through the wall and reveal a long row of hanging prison cells. Halfway down is Big Hat Logan, one of the most powerful Sorcerers in the Dark Souls universe. If you have the Master Key, free him and he'll head back to Firelink Shrine. If you don't have the Master Key, you'll find a Prison Cell Key later on in the Fortress.



At the bottom of the level there are 4 titanite demons. the ground is tar so you NEED the rusted iron ring. Explore this area and find the items. Have fun. Back in the control room for the boulders, head through the smallest door and trigger the floor switch before continuing on. The next obstacle is a set of four pendulums that can be crossed with a single well-timed dash.

Take out the serpent on the right and follow the path around to the left (not going up the stairs.) Take out the serpent and claim the treasure behind him. Go up the stairs and take out a pesky mage before rounding the corner. CAUTION: the walkway is very narrow and there is a mage at the left who will try to shoot you down. Either sprint straight past him and try to cross the pendulum or take him out with magic.

After this death-trap you'll finally emerge through a white door outside of the Fortress near the top. If you take a left at this part beware, you'll begin to be barraged with giant explosives that spread fire on impact. (If you take a right however you can fight your way down to a fire resistant ring that will help get past the fire bombs.) Run through this area with your shield up and navigate the two staircases. To your right is an opening in the ledge where you can drop down and find the only bonfire in all of Sen's Fortress.



After you've regained your Estus, head back outside and run past the flaming barrage. Once you turn the corner, head down the long pathway until you encounter Undead Prince Ricard on the staircase,

past the large black knight with a great shield. Be mindful of his strong parrying as you take down this foe. Use the lightning spear if you have it and a strong shield to continually guard. He rolls an awful lot but very slowly due to heavy armour, this allows a few hits when he stands up. Your reward is his rapier. After the fight, head up the stairs and grab the treasure. Then head back to the large landing and ascend the staircase to your right.

You'll notice a tower to the left that you can't quite reach due to a gap in the walkway. Get a running head start and leap to reach the tower. Inside is the key to release Big Hat Logan, as well as a merchant who will sell you the armor of the Onion Knight. Press on and you'll come to a chamber that has two hanging cages at the center. Take the one on the left down to create a shortcut from here to the bottom of Sen's Fortress. Back at the top, keep moving on until you come to the final white gate.

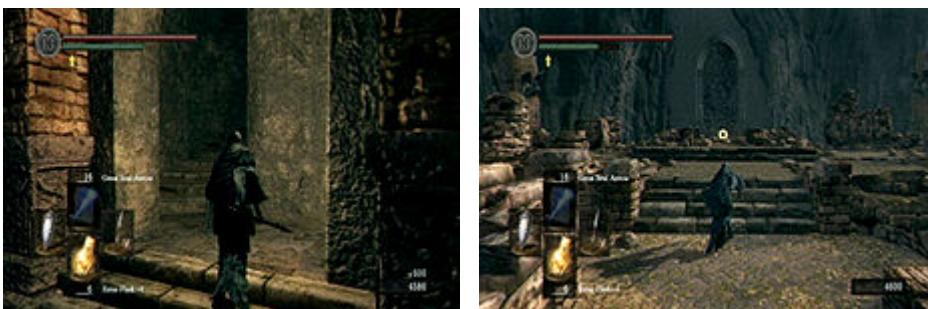


Before going through, head up the staircase and take out the creature that has been barraging you with fire. This will make the upcoming battle quite a bit easier. Also, if you are human at this point, you can summon Iron Tarkus from the building across the bridge from the white door. Iron Tarkus is a physical character and mainly just a distraction to pull aggro from iron golem. When you're ready, traverse the light and prepare for the Iron Golem.

Boss Fight: Iron Golem

The Golem is slow but powerful, so he should be dealt with using extreme caution. Stay directly behind him as close as you can and deliver as many powerful attacks to his legs as possible. If you can injure one appendage quickly enough, he'll fall down and be open for a massive amount of damage.

Easy Kill: If you lead the Iron Golem out onto the bridge on the other side of the arena, or meet it there before it makes its way to the center, damaging one of it's legs enough will cause it to fall backwards and tumble off the narrow bridge. This will net you an incredibly easy kill after only a quarter or so of the health gauge is knocked off. I recommend a sword or an Axe as your choice weapon. The Drake Sword is rather effective for this.



If magic is your forte, keep your distance behind the Golem and hit him with your most powerful spells. The Great Heavy Soul arrow combined with a high Intelligence level will cause a huge amount of damage with every hit.

Once the Golem has fallen, walk up to the glowing ring at the center of the platform to initiate a transport to the high palace of Anor Londo.

Anor Londo

After landing in the sun-baked halls of Anor Londo, make your way down the stairs until you come across the massive knight. You can choose to run past the behemoth, or attempt to fight it. There are several other knights in the room on the left in the first building you enter, and behind the knights is a chest containing demon titanite. They won't engage you until you get incredibly close, so Casters should take this opportunity to fire off your highest damaging offensive spell at the right hand side of the knight, or advance until the knight begins his attacking animation after lowering his shield, retreating, and then casting. As soon as you hit it, switch over to a regular Great Soul Arrow and fire at the same spot. If you do it quick enough, you can kill the tough knight before he even has a chance to raise his shield.

In the next building on your left there is a bonfire, and in the building directly across the courtyard, three armored knights, and one mimic chest (the right chest). The chest on the left contains valuable treasure, and the mimic chest drops a crystal halberd after you defeat him. Make sure and attack every chest in Anor Londo before opening.



Once you've made it to the large open landing, head down the hallway to your left to find a bonfire and the Lady of the Darkling. Per her hint, head straight out the chamber to the center tower and across the landing to the elevator. Fight the Gargoyle at the bottom by luring it back to the building and using your mobility to run circles around it. You can strike at the tail which will fall off and give you the Gargoyle Tail Axe. The Gargoyle is weak against melee dodging in a circle and striking after his attack misses, beware his flying attacks if you are at range.

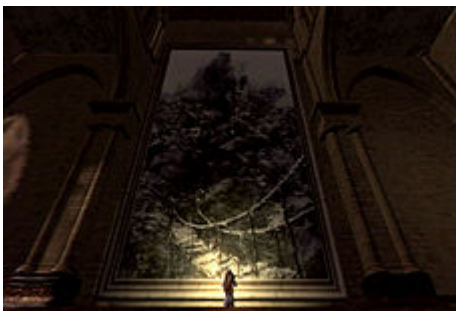
With the beast gone, exit the building and look to your left. Notice how there's a broken window on the side of the chapel? Hop down and slowly walk along the flying buttress on the far left to reach the structure. Look around for a chest containing demon titanite again. You must carefully position yourself at the top of the tiles and aim for the outdoor alcove.



When you're inside, make note of the Painting Guards who stalk the halls. These enemies may have low HP, but their speed and ability to throw knives make them quite dangerous. Take out the two near you before you attempt to navigate the maze of beams. Keep your shield up to avoid getting knocked off by incoming knives. Once you've reached the middle of the rafters, attack the chain to drop the chandelier. Proceed cautiously across the rest of the beams and exit through the white fog gate.



You can now rotate the large platform to create a link between where you fought the Gargoyle and where you need to go next. However, you can also rotate it down to the bottom floor of the Chapel. Past the mass of enemies is a large painting. If you grabbed the Peculiar Doll on your return trip to the Undead Asylum, then you can engage in a great side-mission in the painting world. However, it should be noted that once you enter the Painted World of Ariamis, you can't leave until you've completed the quest. For those of you who want to brave the challenge, head through the painting and skip to the next section of the guide. (Also Take note, that if you turn the crank once more counter clockwise the building will lower once more, if you do that and go down the stairs there is another bonfire there.) On this bottom floor with the bonfire is a tomb of sorts with coffins lining the perimeter and a statue of Gwyn in the centre. This room has a hidden purpose which cannot be accessed yet. One of the ways to find this rooms true secret is to kill an upcoming NPC but this NPC is located at the very end of Anor Londo, so regardless you will need to beat this area before figuring out this room. The other way to uncover the enigma is to get the darkmoon seance ring, but that is all the way in the catacombs. I don't know if you can even get the ring before beating this area. (NEEDS CONFIRMATION) (CONFIRMED: I did Catacombs before this and obtained Darkmoon Seance Ring)

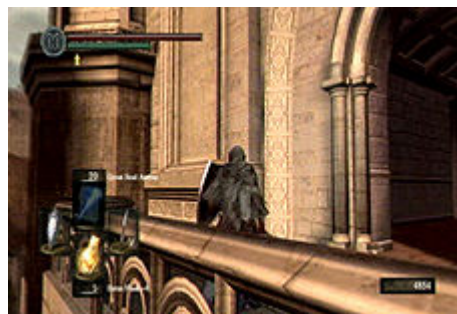


Regardless of your decision, your ultimate goal is the massive palace which is now accessible via the rotating platform. Ascend the staircase and prepare for a slew of enemies. There are two ways to handle this area. You can take it extremely slowly and engage with one enemy at a time, or strap on your lightest armor and make a full on sprint through the swarm. At the top of the stairs, head through the gate to the right and down the pair of buttresses.

The next challenge involves charging up the next set of buttresses as you're being attacked by a pair of Silver Knights. A single hit from their massive arrows will knock your character back and possibly

cause you to fall to your doom, move swiftly and always keep your shield up. Head up the path to your right and charge around the corner to drop down to a relatively safe spot. Pass through the fog to enter the castle. There is a Silver knight blocking your path to the drop off an easy trick is to hug the corner, where the wall protudes, with your shield up, with luck he'll fall off or you can damage him enough while being obscured from the other silver knight so he can't hit you with his arrows.

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You'll have to explore all three floors of the palace to reach your final destination. The first door to your left is a bonfire, while the door on the right has a Silver Knight guarding a Sunlight Medal. Further down on this floor is a locked door on the right and an empty room on the left. Attack the fireplace in this empty room to open a hidden passage down to the basement. There are five chests down here, but one of them is a Mimic. Attack each one before opening them. (Hint: The Mimic is alone) Inside the chests are a full set of Havel's Armor. This provides some of the strongest defenses in the game, at the cost of drastically hindering your mobility.



Take the staircase up to the next level. Both chests here are Mimics, so attack them instead of opening them. Head up to the roof and take out the two knights, then exit through the door on the far side of the landing. The final things to do in the palace are to create shortcuts throughout the level. Open the door on the 3rd floor to create a quick link from here to the bonfire. Likewise, you can exit

the large chamber from the broken window on the top floor to open up a gate to the front of the palace. Finally, you can use the massive crank to open the front door of the chamber, creating a quick route between here and the beginning of Anor Londo. This also leads to a large creature who turns out to be a friendly blacksmith.



Your final task in Anor Londo is to defeat the bosses. It's a good idea to use the bonfire at the start of the area, because sitting here will reward you with 10 Estus Flasks instead of 5. Before the fight, it's best to adorn yourself with armor that suits your character. Magic users should equip armor that gives them great mobility, while tanks are better off raising their defense as high as possible. It's also a good idea to equip pieces with high lightning defense. Once you feel prepared, head through the gate at the far side of the large chamber. This is much easier if you're human and can summon the sunlight warrior at the staircase nearest the archer in the hall with the fog gate. If the knights are giving you a hard time you can lure them up the stair case. They get stuck at the landing. Use whatever tactics you see fit from that point.

Boss Fight: Ornstein and Smough

This battle is easily one of the toughest in the entire game. Facing off against one of these enemies would be bad enough, but having to deal with both simultaneously is just cruel. When you finally do take down one of them, the other regains all of their HP and becomes even more powerful. The key to this fight is to concentrate on one of them at a time. We suggest fighting Ornstein first, because Smough's second form is much easier to deal with.

Keep in mind, that once the battle is finished, you will have the opportunity to purchase one of these bosses armour, depending on which one you defeated last.

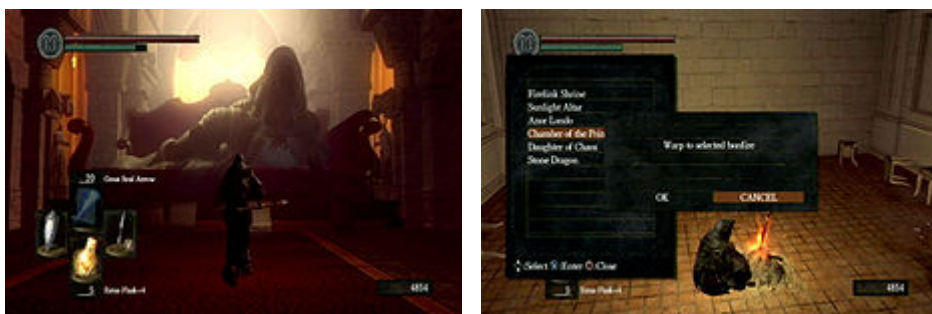


Ornstein is much faster than Smough, so your best bet is to isolate the two of them by dashing to the far side of the room. This gives you a few moments to deal with Ornstein alone before his partner catches up with you. With a high enough Intelligence, magic attacks like the Great Heavy Soul Arrow and the Soul Spear cause massive amounts of damage to both of them.

The key to winning this fight is to remain in constant motion. If you get stuck in a corner by the two of them, you'll be quickly ripped apart. It's also worth noting that the two of them are weak against fire, so anyone proficient in Pyromancer should let them have it.

Edit: Here is a very effective way of beating Ornstein and Smough if you happen to be a more physical build rather than magical. The main key to felling these two bosses at the same time is to NOT PANIC!! The second you get frantic and reckless, you risk losing a lot of health and possibly dying. Do not let the presence of two bosses at the same time overwhelm you, because they are actually very easy to overcome. Every physical attack that Ornstein and Smough can dish out is 100% blockable. Some of these attacks do include the spillover of lightning damage, so you do need to watch out for that.

Now onto the strategy! What you need to do is equip yourself with a greatshield, personally I like the Greatshield of Artorias, but anything with a higher physical damage reduction than 80 should keep you fairly safe from the onslaught of attacks. Next equip a high powered spear. I used the silver knights spear for my battle, but the lightning spear you should have obtained in Sen's fortress works just fine. Equipping a spear and a shield allows you to attack and defend at the same time. The key of this is to know when to attack and when to defend, and when to lower your shield so that you can regain your lost stamina. Stamina is key in this strategy, and if you run out of the precious green gauge, you are as good as dead. You can take on both bosses at the same time without separating them using this strategy but you still need to focus on just one because the rejuvenation effect makes fighting both futile. I recommend focusing all your damage on Ornstein, because he is the most threatening. Stay in constant motion and study the attacks of the bosses and when they are being engaged, throw out a few hits from your spear anytime the boss of your choosing leaves himself open, then lower your shield to quickly regain some stamina and repeat the process until they are dead. If you do this correctly, the only damage you take should be from the elemental attacks, which can be quickly patched up by using an Estus flask.



Once Ornstein is down, Smough will gain the power of lightning in his hammer. Although he packs an incredible punch, he is slow enough to dodge with ease. Keep your distance and fire off a spell whenever you get the chance to take him down. After the battle, take the elevator up to meet Gwynevere. Speak with her to receive the Lordvessel, as well as the ability to warp between certain bonfires.

EDIT: If you want to defeat Ornstein second to collect his soul and purchase his armour, then there is a somewhat easy way to defeat his secondary form. First ensure that you are heavily armoured, yet light enough to roll efficiently. I suggest only carrying a spear and great shield, and mixing your armour up, half heavy, half light. When engaging both Smough and Ornstein, bait them both towards a pillar, from here, ensure Ornstein is behind the pillar for the majority of your attacks on Smough.

This will help block Ornsteins lightning attacks, and save estus flasks for engaging Ornstein. When Ornstein absorbs Smoughs soul, he increases in size, and can use a jumping pound attack with a lightning AOE that can kill you instantly. However, his large size is also his weakness. Close in and stay under his legs, just like against the Iron Giant or Great Wolf Sif. Most of his attacks should miss, and if he jumps back, just rush underneath again and start attacking. If he jumps up for the AOE pound, quickly roll backwards twice, this will get you out of range. To do this most effectively, you need to be light and keep Ornstein near the middle or near a pillar. If damaged, rush behind a pillar, and quickly drink an estus flask, then rush back underneath his legs. Follow this tactic, and you should avoid most of his attacks, and defeat him eventually.

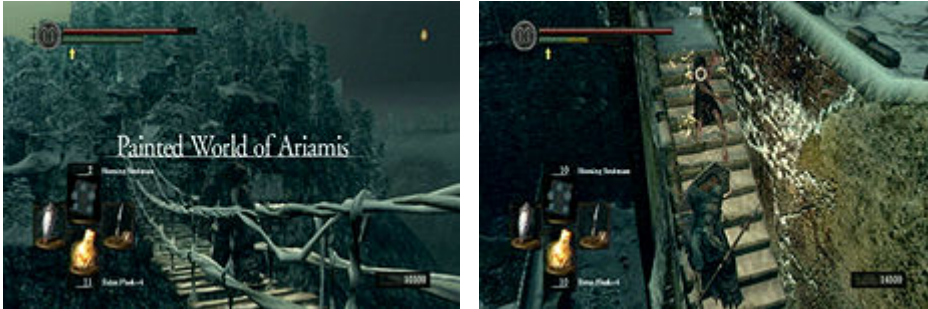
NOTE: There is a second boss fight available here. Refer to the bosses section under Gwyndolin.

Head back to the Firelink Shrine and speak with the Kingseeker Frampt to transport to the Firelink Altar. Place the Lordvessel on the pedestal to open up the final handful of quests in the game.

Painted World of Ariamis

(Check Anor Londo guide to learn how to gain access to the Painted World of Ariamis.)

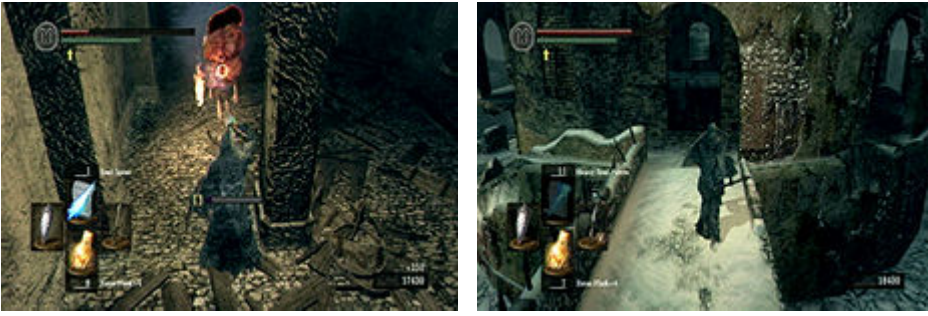
Once you've entered the snow-covered World of Ariamis, you can't leave until you've made it to the end. Head up the hill to the bonfire and proceed up the stairs to the right. Look up and shoot down the hanging body with with an arrow to find a Humanity. There are a few bodies hung throughout the level that you can shoot down from a distance, so keep an eye open for them.



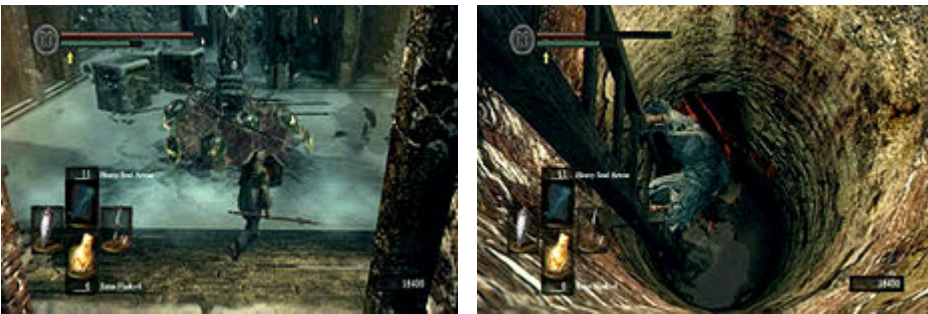
Navigate the area slowly and always keep your shield up. Many of the creatures here can poison you, so have plenty of Moss on hand. Once you get to the multi-floored building, take out the Engorged Zombies from a distance to avoid getting caught in a crossfire of flames. This building is full of Soul items and a full set of curse-resistant Painting Guardian armor, so make sure you grab these before you head back outside.

When you reach the central tower, you'll have a few options as far as where to head. You can cross the bridge to your left and fight the Undead Dragon to claim a few items. If you do this, use the same tactics you did in the Valley of the Drakes and take it out from a safe distance. With the Dragon down, head back into the central tower and exit via the door at the bottom to enter the main courtyard.

If you are having a particularly hard time on this side mission, as I was, you do have an option. The dragon, though it would seem unlikely, is actually your quickest route out of this place. If you are a melee fighter, just stand to the flanks until the dragon hurls then run up the middle and do a jumping hard attack on him. To get back to a safe distance just make a quick turn and roll, and I emphasize roll, off one of the crumbled sections back to either one of the flanks. If you are a ranged fighter you already know what to do. After you drop the dragon move down the walkway to what I assume is the ass of the dragon. Attack the sphincter with a strong jump attack and it will instantly stand up giving you a drop down access to the final fog gate. You might get plinked by a couple of arrows but you are definitely gonna get there. Now you can take your dive off the plank to leave or challenge Priscilla... to leave. Either way, you gotta get the hell out of this demented painting.



The courtyard is guarded by a slew of Phalanx that shuffle about once you've woken them. Your first goal should be to run to the opposite side and open the door that leads back to the initial bonfire. With this shortcut open, you're free to explore the areas surrounding the courtyard. The Phalanx can be only a threat if you stand directly in front of them, so attack them at their side. They also provide quite a large amount of souls, making this a great spot to level up. Another strategy that has proved quite effective is to charge the Phalanx and activate the Poison Mist pyromancy spell just shortly before reaching the group. Immediately after you mist them, roll behind the large blocks to avoid their spear attacks. After the poison sets in, you are free to make your way around the rest of the map. After a few minutes you will collect 3500 souls. If you receive less, go stab the survivors in the back. The lightning spear works well for this. The cliff off to the side of the courtyard is filled with a trio of Soul items. Also in this area, if in human form, you will be invaded by NPC King Jeremiah. Defeating him will rope you his whip and a humanity (pardon the pun). After you've gathered these, go to the graveyard in the corner and climb down the ladder into the well.



The narrow halls of this section can lead to a quick death at the hands of the Wheel Skeletons. Try to stick near intersections and dodge the enemies so that they roll past you. Once they hit a wall, they'll be dazed long enough for you to run up and take them out. Keep an eye out for off-colored walls that you can break with a swing of your weapon. Behind one of the hidden walls is an Annex Key that can be used to open up a locked door just off the main courtyard. The Annex contains Dark Ember, a handful of weapons, and the full set of Velka's Armor and rapier, so it's definitely worth exploring. Further down the well is a large open chamber that houses the handle you must use to open up the gate to the end of the level.

With the gate open, head back to the large tower and go through the newly opened door. Proceed with caution down the long bridge. At the end, go through the gate to encounter the final being in the Painted World of Ariamis.



Boss Fight: Priscilla the Crossbreed

This fight plays out quite a bit differently than any other in the game. Priscilla is docile at first, giving you an opportunity to leave the world without a fight by taking a leap of faith off the edge. If you just want to get out of the painting, you are free to do so. However, those of you who want to challenge her should prepare before you strike.



Priscilla will not attack you until you provoke her, so take a moment to cast any defensive spells you may have. Magic Barrier works particularly well in this fight. Once you're ready, get behind her and attack with your strongest weapon. Great Heavy Soul Arrows or a two-handed swing of your sword are your best bets. Immediately keep up the assault, and you should be able to cause enough damage to have Priscilla turn invisible. Back off a bit and look down at the snow to spot her footprints. Attack where she would be standing to have her turn visible again. After turning visible, she will have the added ability to blow a crystal-essence powder at you to increase your bleed meter. It is easily avoidable if you're quick on your feet, and allows for a good opening to get hits in without worrying about her scythe.

Repeat this to finish her off. A few things to note are that her scythe attack builds up your bleeding meter, which causes instant death if it reaches the top. (not true I was level 70 with 30 stamina and barley survived, so for you warriors don't worry.) Also keep in mind that attacking her tail enough will result in it falling off, rewarding you with Priscilla's Dagger as a prize. Before you jump off the cliff to exit the painting be sure to pick up the Xanthous Armor set on the corpse on the left side of the cliff. (*Unconfirmed: When I finished Priscilla off, I was unable to locate the armor set. Since then, I have heard that you must have defeated the invading phantom while in human form in order for the corpse to appear.*)

Players without Pyromancy will have her stay invisible through the entire fight. Attacking her will mean you must kill her to leave the Painted World. She is a dragon and seems to be weak to lightning. If you picked up the Lightning Spear in Sen's Fortress this fight should go quicker. Priscilla's attacks are

exceptionally slow to the point where you can run up to her, and even collide, and then get behind her based on the footprints in the snow. Doing this she will attack where you were, so turn around immediately and attack behind you but slightly to the left of where she was standing.

Some strategies claim that if you shoot her with an arrow it will stay lodged in Priscilla's body and give her a visible marker. Contrary to this information, shooting Priscilla with a bow will NOT mark her. It will only temporarily and the moment you switch from the bow, or crossbow, to a regular weapon the arrow will disappear.

NOTE: You can chop off her tail to receive Priscilla's dagger, which is necessary for the Knights Trophy/Achievement.

Many players will have Priscilla stay invisible the entire fight which makes the boss infinitely harder. To prevent this, use any pyromancy fireball spell and she will be visible for the duration of the fight.

[b]NOTE[/b]: I just killed Priscilla, She went invisible but after I struck her with a Great Heavy Soul Arrow she became visible again. I don't know if it was a glitch or due to patches but some food for thought...

NOTE: If you have the poison mist pyromancy you can poison her and she will be surrounded by a purple mist.

The Great Hollow

For being one of the smallest areas in the game, The Great Hollow sure is treacherous. You can access this optional quest by going to the base of the giant tree that sits at the bottom of Blighttown in the opposite corner of where you entered Quelaag's Domain. If you're going to make the trek to the Hollow, make sure to equip poison-resistant armor as well as the Rusted Iron Ring. Mobility through the water is crucial in reaching your destination.



There are a bunch of great items at the base of the tree including Twin Humanities and a Large Titanite Shard. Grab them and kill the Leaches that surround the massive tree before attempting to enter it. Once inside the trunk, smash through the wall to the left to find a hidden passageway, then smash through yet another wall to enter The Great Hollow.



The tree consists of a downward spiral of very thin passages. It's easy to fall to your death here, especially when you factor in the items that appear just out of reach. Descend the trunk slowly and always be mindful of your footing. When you come to a ladder, be sure to equip the cursebite ring, then use the ladders to reach even lower parts of the Hollow. You'll eventually come to a slew of Basilisks, who are just as dangerous as they were in the Depths. Take them out quickly from a distance to avoid being cursed. The path down is adorned with various Titanite Chunks that can be gathered by dropping into them from a higher level. Take your time when lining these up to avoid falling to your doom.

Once you've reached the bottom of the tree, take out the Mushroom family (or run past them) to clear the path to Ash Lake.

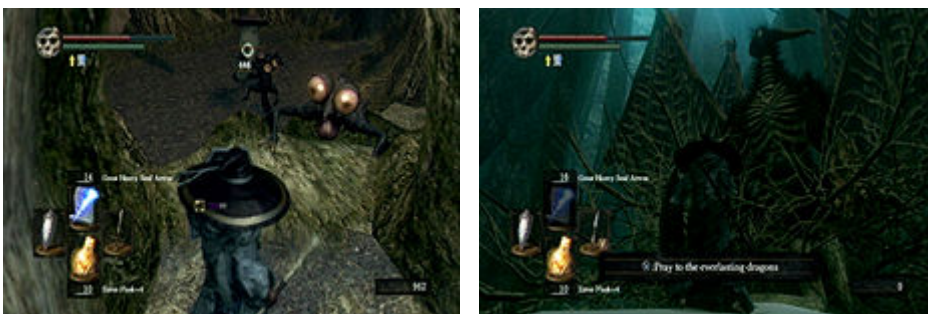
Ash Lake

Ash Lake is a relatively small area that's home to a familiar boss as well as a new Covenant to join. Head down to the beach and rest up at the bonfire. When you climb over the sand dune, you'll spot another Hydra in the lake. Use the exact same tactics here as you did with the one in Darkroot Basin. Sprint up to it to avoid the devastating projectile attacks, then hack away at its heads after they lunge at you. This fight shouldn't be all that tough for you, considering how much stronger you are since you last fought the beast. However, if you try to run away from the fight, the Hydra will dive under the water and move to the other side of the beach. **There is an easy way to get the Hydra to kill itself. The method has been moved to "Exploits".**



After the Hydra is gone, grab the Dragon Scales that sit of opposite sides of the beach. Further down the path is a tree you can enter. Quickly kill the Basilisks and climb the room to exit the tree. About halfway across the branch, stop and look down to your left. You'll spot a small stump that you can fall to and re-enter the tree. From this spot, you can grab the Great Magic Barrier Miracle that was once out of reach.

At the end of the path you'll find the the Great Stone Dragon. Run around behind him and attack his tail to receive the incredibly powerful Dragon Greatsword. This beast of a weapon requires a strength of 50 to wield it, but the attack power of 360 makes it worth the investment. The dragon is docile, so don't worry about fighting it after you cut the tail off. Speak to him and you can join the Path of the Dragon Covenant. Doing so will grant you the Dragon Head Stone, which gives you the ability to turn your head into a dragon and blow fire at your enemies.



There's nothing else to do in the area, so use the bonfire to warp out. Keep in mind that this spot can also be warped to, so if you ever want to rejoin the Covenant, you won't need to trek all the way through The Great Hollow again.

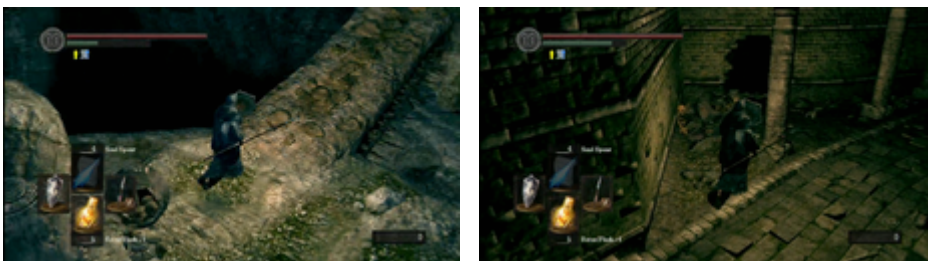
The Catacombs

The first stop on your quest for the four Lord Souls should be The Catacombs. Head back to Firelink Shrine and make your way through the cemetery. Stay along the cliff-side to the left to find the path that leads down to the subterranean nightmare. The Skeletons here will continually respawn unless you defeat the sorcerer accompanying them or use a Divine Weapon. If you don't have any of these, your best bet is to navigate this area by straight up dashing through until you reach the sorcerer. After killing him, the associated batch of skeletons will cease to respawn. Run through the darkness and drop down two levels. Make a quick left to find a path that leads down to a Necromancer and a bonfire. Press the switch and rest up here before continuing on.



Once again, this area is lined with reviving skeletons but this time the necromancer is not immediately accessible. Take advantage of the thin bridges and cliff edges, lure the skeletons, one at a time if possible, through the catacombs and out onto the bridges. From there it is possible to knock them off with either a kick or a strong attack. This will clear up your path and allow you to avoid getting surrounded. As always, the trick is patience.

If you proceed further, there is a second bonfire. It is located behind an illusory wall near where you pull the third lever and flip the second bridge. There is a statue that will shoot out a spike-trap at you, but if you can strike the wall it will disappear, and you will have place to rest that is much closer to Pinwheel. If you roll you can avoid the trap.



From this second bonfire you want to walk out onto the bridge and proceed very slowly through the next door. There is another necromancer up high that you can kill with ranged attacks. If you do not kill him there are a number of skeletons in the area that he will resurrect to trouble you. If you move through this door slowly, you can use a bow to hit him by peeking around the corner. If you move too far into the room there are two skeletons below you that will make killing the necromancer a real chore. (OPTION 2) If you find this too difficult walk into the door enough so that the skeletons spawn and move out of the doorway a little then drop off the stairs sprint out the door and jump towards the lower area there is an outcropping close enough to land on and proceed without these skeletons following or being too much of a hazard. (OPTION 3) If you happen to aggro the skeletons, you can

lure them out on the bridge then simply keep your shield up and let them hit you until they fall off the side of the bridge.

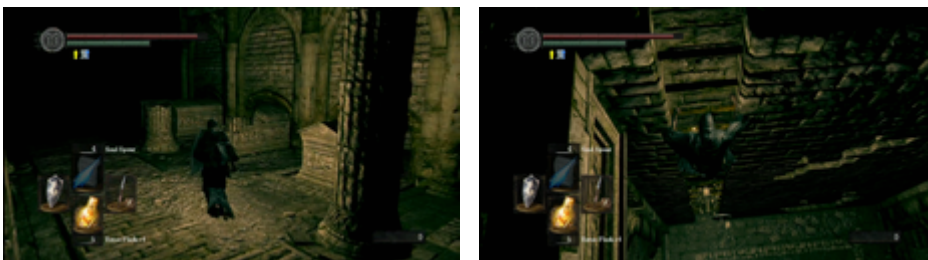
After dropping this guy, turn back around and go back out onto the second bridge you flipped. Face the door you just came out of and look off the right of the bridge. You can roll off here to the outcropping below to take a short cut around the skeletons up above, which are governed by another necromancer further in to the area.



When entering the next tomb you'll see another titanite demon at the end of the hall. he is completely optional but behind him is where you'll find the Eye of Death item that lure phantoms into your world. he has all the same attacks as before but this is a much more enclosed space and his swing range is very very long. If you have ranged attacks walk close enough to wake him and block if he doesn't jump back first think because he will be swinging twice. Then back off so that he starts shooting of his lightning attacks. inbetween attacks use what magic or arrows you have, just make sure you stay with in range because he moves forward and back a lot which might leave you wasting some soul arrows. If you can draw him out enough, the crypt area before it becomes a small hallway is a good place to hide from his lightning, but be careful because if he swings his attack will go through the wall.

If you are a melee based character or just out of arrows or magic, a good tactic is to stay just in front of his left arm. Equip a stable shield because his attacks can leave you open. If you need to heal go around his arm to his tail, heal, then quickly go back to the front. If you stay behind him too long he will jump and pin you to the ground causing massive damage. Keep this routine up and he should go down fairly quickly.

Another way of doing this is to utilize the coffin on the left side of the room (the one that leads to gravelord covenant). You can run in, wake up the demon, and then run and jump into the coffin. He will lose sight of you and turn around at which point you can jump out and attack his tail. Lather, rinse, repeat. Just be aware that he can still potentially hit you with a swing if it is timed just right. Make sure you don't sit in the coffin too long though, lest you end up warping to the covenant.



If you prefer not to face the demon just make a right before aproaching him to see a drop off. make sure to grab the loot on the right and then go down the ladder. becareful jumping because there are 2

skeletons and pitfalls in the room. there will be a door on your left with another ladder. after going down you'll find the necromancer for the area along with two skeleton archers. then take the door leading to the big open room on the left.

Be careful in this room not to take on too many enemies at once. It contains regular skeletons, head mines, and warriors along with a new type of skeleton that has a wheel around it. They will spin towards you quickly on the wheel so make sure to dodge it especially if you dont have high stamina because he will continue spinning even if you block. After they run out of steam run up and beat on them while there defenseless for a nice 200 souls. Also in this room is a black knight, so either take this room on with a friend or clear out everything before getting his agro then use the usual back stab method. To the right of the chamber you will hear a blacksmith but he is blocked by a brick wall. At the end of the chamber you'll find another fog wall where you will face pinwheel.

(Note: You can get to the Blacksmith by falling through a hole down the pit with all the small platforms. Fall down very carefully until you get to the bottom. Once you drop through a cut scene will play and the blacksmith will smash through the wall creating an exit to the large area with all the wheel skeletons and the black knight.)



tip:

I've tried this for my second playthrough. The skeletons do not respawn anymore if you use a Chaos weapon. I have a Chaos Uchigatana+2 and it works.

The skeletons do not respawn at all after you kill the necromancers, no matter what weapon you use. You only need the Divine Weapon until you kill the necromancers, even on first playthrough. Once you kill all necromancers switch to a better weapon.

Question:

Has anyone else seen the circular disks of light? I can't figure out what they are for. Suggestions please.

(I believe you are referring to the rings of light that look like the things you get when you lock onto an enemy and i have been attributing it to lag from being connected to xbox live)

(I thought this had to do with the book of guilty souls or something. I do not think it is lag because you get the same symbol in the spot where the flying demons bring you up to Anor Lando. Only it's yellow and not white there.)

Boss: Pinwheel

Upon entering you will see what looks like a huge slightly open crypt, drop down and it will play Pinwheel's intro video. When he turns around he starts making copies of himself make sure to lock-on to the original, as you can only damage that one, simply focus attack him with magic or by running up and beating him. Making sure to stay out of the way of his ranged attack which can be very damaging even with a sheild. If you start to get overwhelmed by how many attacks are coming simply switch to one of the phantoms, a few hits should make it disapear which means one less attack to worry about. Keep beating on him as he has no real block and soon you'll have defeated him, recieving the rite of Kindling which allows you to upgrade a bonfire past 10 flasks. There is a not so noticeable ladder than you can climb to get out of the crypt and leads to the Tomb of the Giants but be careful because it is very very dark and easy to fall off and lose all the souls you just got from Pinwheel.

One of the fastest way to defeat Pinwheel is to equip your strongest weapon with the highest damage, dash up to Pinwheel and start slashing away. He'll be gone in 15seconds or so, provided locking on to the original. (Still a risky move)

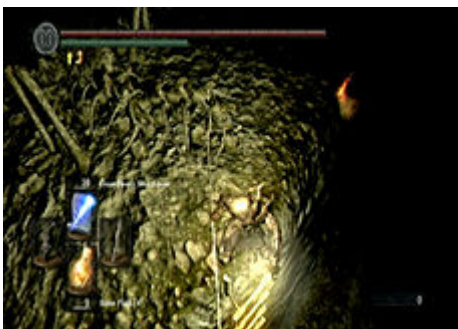
Tomb of the Giants

Note: This area can be much easier if you acquire the cast light spell from the NPC Dusk Of Oalacille in Darkroot Basin.

After besting Pinwheel, climb the ladder to enter the dark depths of the Tomb of the Giants. Navigate the area slowly by following the colored lights on the ground. There are a few Giant Skeletons that patrol the darkness, so keep your shield up and try to hit them with a powerful spell before they notice you. After sliding down slopes for a few levels, you'll be assaulted by Giant Archers. Keep your shield up and run through this area. Keep to the side and you'll find a ladder leading down to a bonfire. Rest up before pressing on.



Near the bonfire you'll come across Patches. No matter how you answer his questions, he'll end up kicking you down into the pit. The good thing about this is that you'll find a Lantern down here. Use it to illuminate your path through the Tomb. It will take the place of your shield, so be extra careful when using it. Speak with Rhea and kill the two hollowed warriors that she warned you about. Head back up and get revenge on Patches. Now that you have a bit of light, explore the area to find Souls and Humanity. When you're ready, move down the path past where Patches was originally.



Take these paths slowly, as they are lined with Skeleton Knights, Archers and Beasts. Hug the wall to the left to find another important bonfire. Continue down the ramps until you finally make it to a well-lit path along the side of a cliff. You won't need the Lantern from this point on, so keep your shield up again. If you are human at this point you will be invaded by Paladin Leeroy. He is very weak against magic and weilds (and drops) Grant, his blessed greathammer, and Sanctus, a hp recovery shield. **WARNING!** (If you run to him, and engage in battle, he might fall off the cliff and you'll not get his items.) Further down the path you'll be tasked with a series of Bone Towers. Take them out shortly after they pop up from the ground to keep them from ever even attacking.



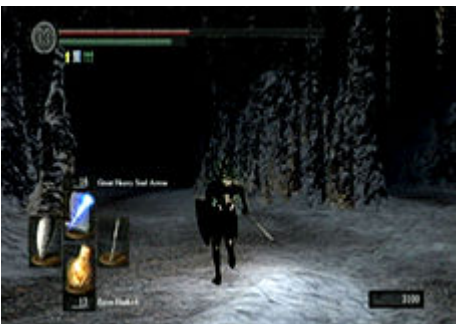
The room between you and the boss is filled with Pinwheel Servants. Keep the high ground and stay to the left as you take them out from a distance. Also be cautious of the Skeleton Babies that continually spawn from the center of the room. Although they are weak alone, they can quickly gang up on you and cause a serious headache. It's also worth noting that they tend to drop Humanity fairly often, so this is a great spot to farm for some.



On the way to the fog gate at the back of the room, there is a small little drop down, and in the back, a corpse that has a White Titanite Slab on it. Grab it, then drop down the opposite direction to get back in the water. When you're all set, head through the fog at the back of the room and prepare to face your next challenger.

Boss Fight: Gravelord Nito

The fight against Nito is incredibly difficult unless you come in armed with a Divine Weapon. A blessed blade is the only way to kill the numerous Skeletons that populate the chamber. If you keep the fight to the front of the area the larger skeletons at the back will never attack. Roll to the right on entry take out the 3 small skeletons turn to face Nito hit with soul arrow roll past him and repeat. If kept alive, they will crowd around you whenever you try to advance on Nito, making targeting and mobility nearly impossible. With a Divine Weapon, stay at the opposite side of the chamber as Nito and take out the handful of Skeletons. Once they're dispatched with, the fight is actually pretty easy.



If you stay just out of arms reach of the Gravelord, you'll be able to easily avoid his scythe attacks. You'll also be close enough to where he won't use his distance attack that produces sickles that protrude from the ground. The only attack you have to worry about is his Soul Explosion area attack. The tell is fairly obvious, so as long as you took care of the rest of the enemies, you'll have ample time to pull up your shield and block a majority of the damage.

As a heavy melee class, this fight can end up being fairly easy. After the opening video, use an estus flask immediately to recover from the fall damage. Next, walk directly at Nito and stand directly in front of him as close as you can. Then just swing away until you see him charging his area effect Soul Explosion attack. When he gets ready to use this attack hold up your shield to reduce the damage. The Soul Explosion will kill the other skeletons in the room so they are no longer a factor, and by standing this close his scythe swings go right over you. After the soul Explosion settles, go back to swinging away. Use estus flasks whenever your health is low, and he should be no problem. (Note, I had fully upgraded Giant Armor and about 30 points in Vitality when I used this strategy)

Once you've taken out Nito, grab the Lord Soul and use the bonfire to warp out of the Catacombs.

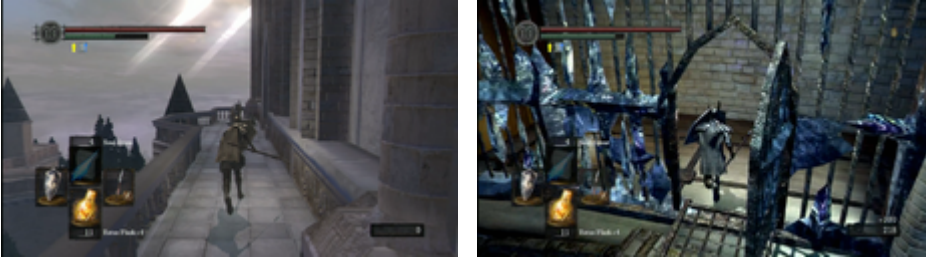
Tip: Using the lantern can be a pain since you tend to hold it in your shield hand leaving you vulnerable to attack. A way to get around this is to obtain the Cast Light spell from the NPC Dusk Oolacille in Darkroot Basin, behind where you killed the hydra. Keeping to the left side of the lake, where the waterfall and ladder are, keep walking until you find a cave where you will see a Golden Crystal Golem. He's just like the regular ones that walk around Darkroot Basin only a little bit stronger. After you defeat him an NPC will appear thanking you and explaining how she was trapped inside the Golem. She will disappear but tell you to summon her for help. Head back to right in front of where the Hydra was and you will see a summon sign (you do not have to be in human form to do this).

Summon her and she will give you the option to purchase spells from her. Grab Cast Light and you'll be set for the Tomb of the Giants. The spell lets you cast a buff on yourself which places a ball of light above you that lasts for a few minutes and illuminates a bit better than the lantern does, while allowing you to have both sword and board equipped.

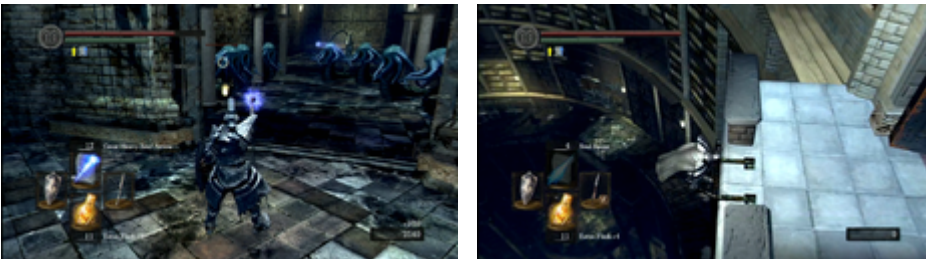
There is another way if you went through the demon ruins and lost Izalith first, you should have come across some red sunlight maggots (crickets). They drop a sunlight maggot helm that has a light on top of it. This is good for those who can't cast the spell..

The Duke's Archives

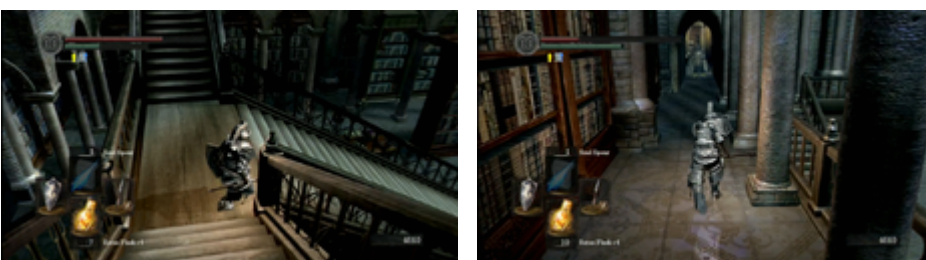
Once you've obtained the Lordvessel, you can enter the golden fog that sits near the first bonfire in Anor Londo. Upon breaking the threshold, you'll have to take out a pair of Armored Tusk. Move close enough to engage them, then back up until they stop following. Each one of them has will stop their pursuit at a certain point, so use this invisible barrier to spam ranged attacks without fear of danger. If you can cause enough damage to their heads, you can obtain a Fang Boar Helm.



After the fight, you'll make your way into the Archives proper. Be sure to spend any excess souls you may have at the bonfire, because you're about to enter an encounter that you cannot win. The first time you face Seath the Scaleless, he is invincible. No matter how much of a fight you put up, the battle will end with you being cursed and succumbing to the Dragon. If you want to mess around and get a good look at Seath, you can walk up to the very closest point to him in the room. His room-wide crystals do not touch this spot, but eventually when you are bored just let him kill you.



You'll wake up in a prison cell. Kill the guard and use his key to escape. Head down the spiral staircase, exploring each cell for Souls and items. Take out the squid-like Pisaca one at a time, and don't be afraid to run back to the bonfire to refill your Estus. Once you reach the bottom, climb up the ladder to turn off the alarm. Make a mental note of the cell here that Big Hat Logan is imprisoned in-- you can come back later and free him after you get the key. Head back up to the top of the spiral staircase to escape this area. Also note that this is a good place for soul/humanity farming. The Pisaca will respawn every time you rest at the bonfire, but with the alarm off, they will sit in the room at the bottom of the stairs in a fairly docile state. Take out the group for about 3000 souls and a few humanity every time.



After leaving the room, you'll find yourself in the middle of a long, multi-tiered library that movable staircases linking the various floors. Take the time to sweep each floor of its Crystal Soldiers and Channelers. Many of the enemies have ranged attacks, so trying to just sprint through the area will lead to a quick death. Once you've fully explored this area, you'll find a room off to the side of the third floor that contains a ladder heading down to a room with a switch. The switch will move a bookcase, making a shortcut between the bottom of the archives and here. You can also grab the Giant Cell Key from here and use it to free Logan from his cell. If you do, he will reappear in this room and sell you some more incredibly powerful spells. At this point in the game, his Soul Spear is one of the strongest weapons for a magic-user.



One one end of the bottom floor of the Archives is a bonfire, with the exit heading back to Anor Londo on the opposite side. Once you're prepared to exact revenge on Seath, head back to the secret room that now houses Big Hat Logan. In the adjacent chamber is a hidden switch that will open up a staircase leading outside. This courtyard is adorned with Crystal Golems. Head to the left side of this open space and begin making your descent down the crystal slope to enter Seath's domain

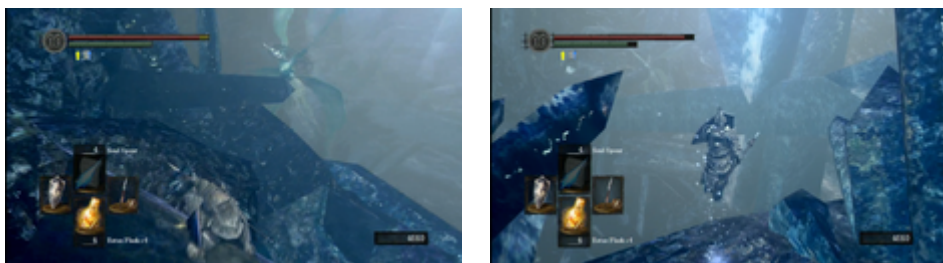


Crystal Cave

This small area packs as much danger per square foot as any section of the game. You'll have to keep track of your footing as you descend into the Cave, because one wrong step will cause you to slip off to your death. Once you've made a bit of progress, you'll see a Moonlight Butterfly perched on a ledge. These creatures will not attack you unless provoked, so try to avoid fighting them. The footing in this area makes it difficult to engage in combat without slipping off.



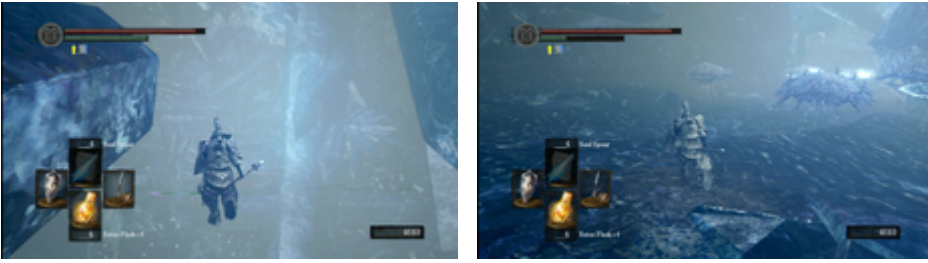
To the right of the first Butterfly is what looks like a dead end. However, if you look at the open space just beyond the platform, you'll notice that the falling snow lands onto an invisible platform. Much like Indiana Jones, you'll have to take a leap of faith to continue. Walk out onto the void to find the invisible walkway. Head across the gap and take care of the lone Golem on the next platform. After you've defeated the creature, drop down onto the platform near the Butterfly and watch out for more falling snow to discover where you should take your next leap of faith.



Across this last invisible platform is a large open area filled with Man-Eating Shells. Advance slowly and try to engage in only one at a time. Grab the Soul of a Hero near the entrance to the area before attempting to walk through the fog gate. The main threat of Seath is his ability to curse you, so equipping armor with a resistance against it is a necessity. Mobility is relatively unimportant in this fight, so I recommend equipping Havel's Armor even if it leaves you heavily weighed down.

Boss Fight: Seath the Scaleless

As soon as you land in the chamber, turn around and head to the crystal at the back of the cave. Destroy it with a single swipe to cause Seath to lose his invincibility. Now that you can actually damage Seath, your main goal is to avoid being cursed. You can do this best by staying close to the dragon just off to one of his sides. This will keep you out of range of most of his cursing attacks, allowing you to freely attack Seath as you see fit.



Hit Seath with your strongest attacks. Soul Spear, pyromancy, or any weapon wielded used two hands are your best bet. With Havel's Armor equipped, you'll have plenty of time before the curse overtakes you. If your meter creeps up too high, back off and let it level off. With the correct preparation, you'll be able to take out Seath without too much of a hassle. Grab the Lord Soul afterwards and use the new bonfire to escape the Crystal Cave.

An easy way to kill Seath is to chase after his tail. Stay behind him and attack his tail. He will never hurt you and he is incredibly slow.

HINT: You should almost definitely wear the Antiquated Skirt if possible, which at +4 gives a whopping 92 curse resist and 55.6 physical defense compared to Havel's Leggings which have 13 curse resist and 54 physical defense. With this much resistance you will die from the damage of the crystals before you die of the curse bar filling, so being cursed is no longer a threat. See the Darkroot Basin guide, right after the Hydra fight for information on the Antiquated set.

This fight may have been updated or changed as the tail attacking strategy is actually very hazardous/difficult. When fighting Seath solo the dragon will almost always be able to rotate to face you regardless of whether you sprint around him without lock-on, so even getting to the tail end is difficult. Moreover, should you get into position to attack his tail, Seath's tail smash move can one-shot a character with full Havel's, and over 800 health, as it will flatten you and hit you several times without a chance for you to move away. You need to make sure you're at the very tip of his tail, so it can't be facing the two walls closest to him because then his tail clips through the wall exposing you to its dangerous middle portion. The best option is to summon at least one other player and let him be facing the front so that the dragon does not rotate to face you and so that the tail is not clipping into the wall. Then you can attack the tip of the tail until it breaks off to get the Moonlight Greatsword.

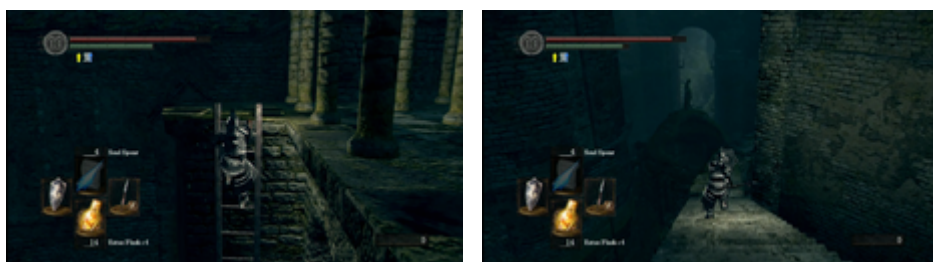
New Londo Ruins

Your next stop on the quest for the Lord Souls is the New Londo Ruins. The Ruins are full of Ghosts that can only be defeated with a cursed weapon or if you are cursed yourself. Using Transient Curses is the most practical way of navigating the Ruins, but you run the risk of having the item's effect run out while you're in the middle of a battle. Using a cursed weapon works, but it forces you to equip yourself with something that is most likely not the most powerful weapon in your arsenal. Finally, you can go to the Depths and get cursed by a Basilisk, but that means you'll have to do your spelunking at half health.



Regardless of how you choose to tackle this problem, the actual navigation of the Ruins is fairly straight forward. Pick up the items at you move forward, including the Fire Keeper Soul at the beginning and the various Transient Curses throughout the Ruins. Go through the first fog gate and kick down the ladder to create a shortcut to the beginning of the area.

Once you've crossed the bridge and made your way down the stairs into the large building, immediately turn around and run back up the stairs. This structure is full of Ghosts and narrow hallways, which make for a death trap. Back off and let the ghosts follow you into the open to take care of them on your own terms. Once you've cleared out most of the enemies, head into the building and climb the ladder in the fireplace to obtain the Key to the Seal.



With the key in hand, head along the back wall of New Londo until you find the locked door. On the other side is a lever that will cause the massive doors to open and drain all of the water in the Ruins. This also opens up a path between New Londo and the Valley of the Drakes.

With the basement dry, your goal is now to navigate the lowest level until you find The Abyss. Don't go any further unless you've already defeated the wolf Sif in Darkroot Gardens. The ring you get from beating the beast is needed in order to reach the boss of the New Londo Ruin.



You can head down the stairs to the start of the bottom floor, or take a shortcut that will drop you off directly in front of the boss chamber. To reach the boss immediately, head back towards where you exited the ghost-filled building. If you look down, you'll notice the small circular building with a fog gate in front. You can drop down here, take minimal damage, and dash for the gate. You'll be able to make it to the other side before any of the enemies have time to attack you. With that done, equip the Ring of Artorias and head down the spiraling stairs into the Abyss.

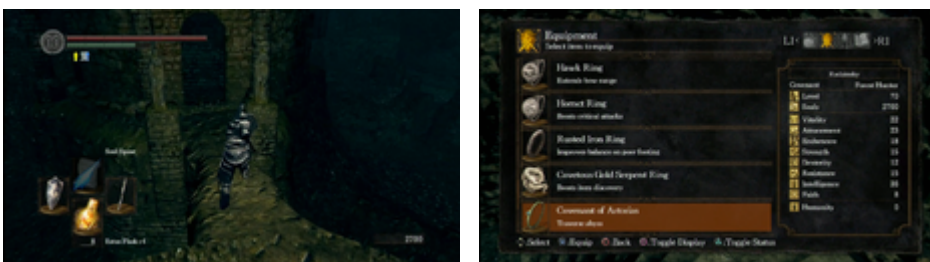
If you want to fully explore the base of the Ruins, head down to the gate near the Valley of the Drakes. This floor is full of quick and powerful Darkwraiths. These undead knights are skilled swordsmen with the ability to conjure an impenetrable magic shield. Melee players should use caution and try to parry as often as possible. Magic users best bet is to try to sneak up on the Wraiths and hit them with a powerful spell before you're noticed.



After you've made a full circuit along the base, you'll eventually come to the white gate. Cross the threshold and equip the Ring of Artorias before descending the staircase.

Boss Fight: Four Kings

It's best to enter this battle with heavy armor and a full supply of Green Blossom, and any items that increase your stamina recovery. The key to winning this battle is to end it as quickly as possible. Spin around in the void until you spot the first King off in the distance. Run towards him and immediately begin attacking it with your most powerful weapons or spells. Using a Green Blossom will cause you to regenerate stamina incredibly quickly, allowing you to keep up your assault. Each King has about 2400 HP, or about a quarter of the boss' health bar.



The tough part of the fight is that another King will appear every 20 seconds or so, regardless of whether or not you've killed one. That means that if you aren't fast with assault, you'll quickly find yourself surrounded by numerous Kings.

As long as you have some tough armor equipped and your stamina is buffed, you can keep up the flurry of attacks until you've defeated four of the Kings and depleted the life bar. Your victory is rewarded with another Lord Soul and the appearance of a bonfire that will allow you to exit the Abyss.

Tip:

(Please note that before using this strategy you need to free Loghan from the Duke's Archive and buy the Homing Crystal Soulmass.

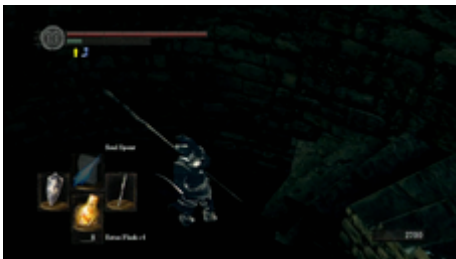
This is a very easy method of defeating the four kings for players with about 35 intelligence.

Before entering the fight you should equip a heavy armor (probably Havel's) and use the spell Homing Crystal Soulmass. Then dive into the dark to start the fight.

Once you start the fight just keep using the Homing crystal Soulmass spell every time you can. each king should take 3 hits from a player with about 35 INT so this way you can kill each king before the next one arrives which will make the battle considerably easier because your'e wearing a heavy armor you probably won't be able to dodge the boss' attacks so just block them every time you can (using stamina regenerating items could help).

Each time you kill a king **immediatly** cast the spell another time, this will give you a free hit on every king.

using this strategy you should be able to take the four kings without too much trouble.



Demon Ruins



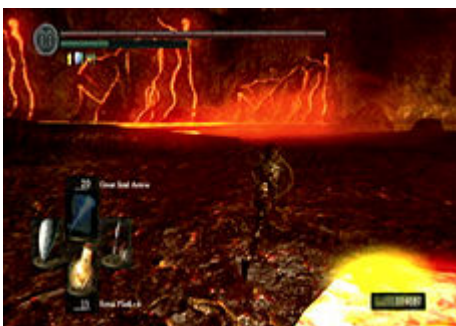
Your path to the final Lord Soul is filled with some of the toughest challenges the game has to offer. From Quelaag's Domain, head down the path to the entrance of the Ruins. If you haven't beaten the Ceaseless Discharge yet, head down the hill and around the lava lake to face the foe.

Boss Fight: Ceaseless Discharge

Click this link to see the video

<http://www.ign.com/videos/2012/05/07/dark-souls-boss-strategy-w-commentary-the-ceaseless-discharge>

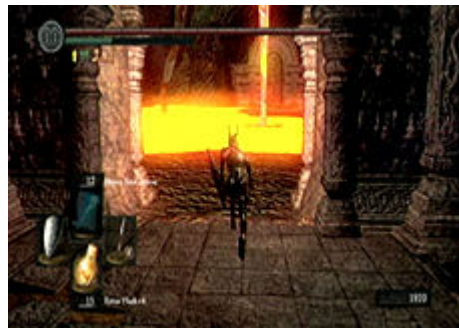
As you can see from our video above, there's an easy way to defeat the giant beast without having to swing your sword at all. (Note: This totally works. Aggro the boss by take the armor or hitting him, run like hell back to the fog gate, he will slam his down in front of you and when he picks it up he's gone!) If you do intend on fighting it fairly, your best bet is to head to the large open area near where you originally grabbed the items. If you stick close to the monster, he will use only melee attacks instead of his incredibly powerful slam move. Watch for his tell as he raises his arm and roll out of the way just before his arm hits the ground. This will give you a few moments to spam it with powerful spells and attacks. Repeat this to take down the Discharge and cool the lava at the bottom of the Ruins.



With the Ceaseless Discharge dead, head back down to base of the area. This area is adorned with a herd of Taurus Demons, the boss you fought originally on the bridge in the Undead Burg. Lure them to you one at a time to avoid being outnumbered. There are some great items at the back of this area, but they are surrounded by deadly lava. Make a note of their placement for a little later on once you've acquired the Orange Charred Ring.



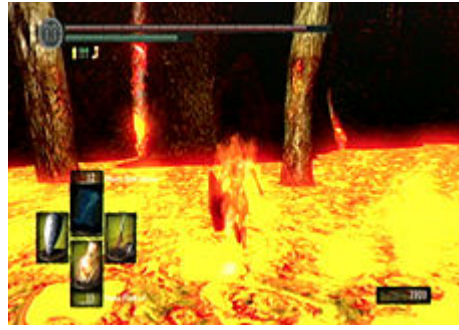
Head down the stone path along the side of the cliff, battling past the Minor Capra Demons. Use the bonfire at the bottom of the stairs, then head back to the fork in the path. To the left is a thin walkway guarded by enemies. If you can make it to the end, your prize is a Large Flame Ember. Regardless of your decision, your ultimate goal is up the stairs through the fog gate. Here you'll have to face off against a Firesage Demon, an upgraded version of the Asylum Demon that you fought at the very beginning of the game. Use the same tactics as before to make quick work of the beast.



After the fight, you'll find yourself at a set of stairs that go up and down. Head up to find an elevator that leads back up to Quelaag's Domain. Once the shortcut is opened up, head back down the elevator and descend the staircase. Rest at the bonfire and continue down the root until you find yourself standing before yet another fog gate. The final beast of the Ruins sits on the other side, so prepare yourself for a fight before you cross the threshold.

Boss Fight: Centipede Demon

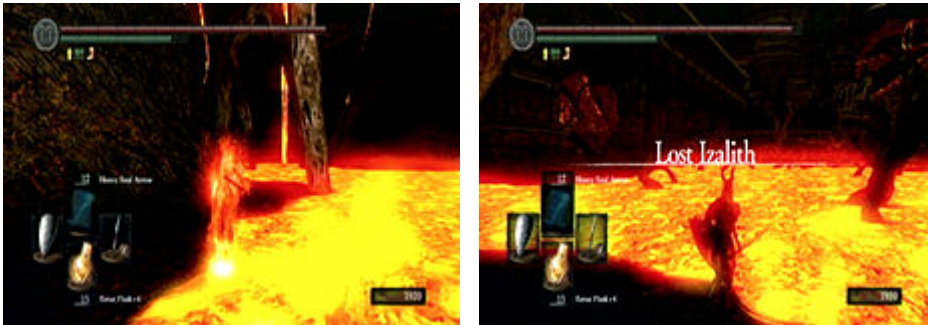
Compared to the other enemies in the area, this boss is a bit of a pushover. A majority of the chamber is filled with lava, so just stick to the safety of the platform at the beginning of the room. The Centipede's main attacks come in the form of an array of punches that have a fairly obvious tell. Roll to the side to avoid his swipe, then hack away a few times. A high intelligence combined with a few direct hits from your Soul Spear will make quick work of the Demon. For the magically inept, just concentrate on avoiding the Centipede's long arms and deliver a few blows before going back into defensive mode. If you feel the starting platform is too small, you can make your way to the right along the wall, until you get to a larger platform. Here you can easily dodge the Centipedes attacks, and get some good hits.



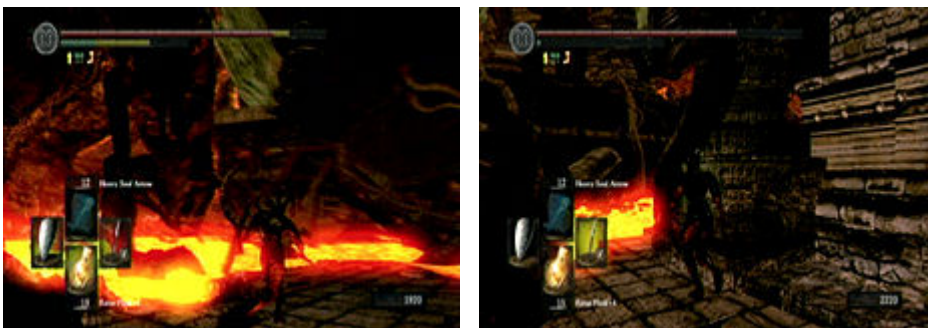
Once you've bested the beast, you'll be rewarded with the Orange Charred Ring. Equipping this will allow you to walk on lava and receive only minimal damage. For you perfectionists, head back to the opening area of the Demon Ruins and grab the items that was surrounded by lava. For those of you who are impatient, head to the left side of the chamber and go through the cave to finish up the area.

Lost Izalith

Keep the Orange Charred Ring equipped as you make your way from Lost Izalith. A majority of the area is composed of a massive room filled with Bounding Demons. These hulking beasts have a spin attack that will hit anything close to it, plus a leaping jump attack that will cause massive damage to you, no matter how far away you are. (If you don't want to kill them yourself then you can run around the area and they will kill each other.) Luckily these Demons won't respawn when you use a bonfire, so your best bet is to lure them towards you one at a time back to the entrance of the area. If you climb back up the root near the narrow passage at the head of the room, the Bounding Demon will use its spin attack to no avail. Use this opportunity to damage it using strong ranged attacks. Don't be afraid to replenish your Estus and magic in between fights. It'll take a long time to clear out the room, but each Demon drops 2000 souls, making it a decent place to level up as well.



The structure ahead of the entrance in the middle of the room is home to a Soul of a Great Hero. If you look to the right, you'll spot a second similar structure. In between the two of them is a root that leads up to the second floor of this building. Grab the Twin Humanities from the ledge, then fall down to the base of the structure. Strike the wall on the side of the building opposite the entrance of the chamber to reveal a room with a bonfire.



Once you're rested, head straight out the door and through the tree stump to leave the lava chamber. You're now free to take off the Orange Charred Ring and use whichever ring you had on before. Make your way through the next room by taking out the Demonic Statues as they come at you. Grab the Souls before you climb the staircase. Grab the Chaos Fire Whip spell from the far side of the hallway and make your way back to the fog gate to face off against the lord of Lost Izalith.



Boss Fight: Bed of Chaos

This fight plays out differently than any other in the game. It only takes one hit to defeat the boss, but having the opportunity to swing your sword is quite a challenge. As soon as you land in the room, run to either of the glowing orange domes that flank the sides of the beast. Hug the wall to avoid taking damage from the enemy's attacks. Break the branches inside the orange dome and attack the core. With one side down, the Bed of Chaos will grow a fiery arm that will swipe at you and cause a good amount of damage. Head back to the other side of the room along the wall again. Be mindful of your footing, because the ground will begin to crumble away. Trying to sprint across the room is going to just lead to a quick death.



Don't fret dying too much, because the orange domes won't respawn. Once you've taken care of the second barrier, the path to the core directly under the Bed of Chaos will open up. Keep your shield up as you run to the center of the room to avoid getting slapped off of the platform. You'll have to drop down a bit to reach the root that leads to the core of the beast. Break through the remaining vines to find the enemy's weak point. One hit will bring down the foe and reward you with the 4th and final Lord Soul.



After you destroy the first orange dome, if you hug the opposite wall and pull out a bow you can just shoot through the orange dome and hit the second dome. It helps so that you can stay out of range

and not have to worry about making the jumps accross the holes in the ground.

Kiln of the First Flame

With all four Lord Souls in hand, make your way to the Lordvessel underneath Firelink Shrine. Place them in the bowl to open up the path into the final area of the game. This small space is populated with a handful of Black Knights and a set of their armor for you to pick up.



The Knights play like tougher versions of what you've been fighting the whole game. Fight or run past them all the way to the thin platforms. Grab the armor that sits on the dead end to the right before continuing on down the stairs and to the final fog gate of the game.



NOTE: Once you defeat Gwyn, you will automatically be sent to the beginning of the game in New Game +. If there is anything you still want to do in the world, now is your time to do it.

Final Boss Fight: Gwyn, Lord of the Cinder

Gwyn will attack you the moment you enter the room, so make sure you're prepared before you head through the fog gate. Gwyn is lightning fast and his sword slashes cause a ton of damage. If he gets close to you, he'll reach out and grab you for an unblockable explosion attack. If you get too far away, he'll lunge at you and perform a sweeping area attack. In short- Gwyn has a whole bunch of ways to kill you.



The best way to deal with this battle is to suit up with the strongest armor and shield you have. Gwyn's attacks are difficult to dodge and parry, so your best bet is to absorb the damage and deal your own when the opportunity arises. Magic users are going to have a tough time with this fight,

because Gwyn sidesteps nearly any spell you throw at him. The only two times that you can get a surefire hit on him with a spell is when he tries to grab or kick you and misses. This leaves a small window open for you to attack with a quick spell like Soul Spear or a pair of fast melee attacks. It actually is not very hard at all to get in crystal soul spear or crystal homing soul mass which work to great effect.



Most of this battle should be spent with your shield up, constantly back-stepping around the arena. Be careful when using healing items due to the amount of time you'll be left open to attack. Use any Humanity you still have to recover your entire HP bar, but make sure to only use it after Gwyn misses with a lunge or a kick.

It's also worth noting that most of Gwyn's attacks deal fire damage, so any armor or shields with resistance to it would be a plus. It also helps to have Green Blossom on hand to speed up your Stamina recovery. With enough patience, you'll eventually be able to take down the Lord of the Cinder and be faced with two alternatives. Either use the bonfire, or walk out of the room and shun the flame. Either way, you have now officially completed Dark Souls, and are now ready to restart the game in New Game + mode!

P.S: You can COUNTER all of his attacks for massive damage. If you are willing to attempt this, use a parrying shield and the hornet ring behind the stone of the Great Grey Wolf Sif boss battle, and use the most powerful weapon you can wield. You can kill him with around 6-10 counters. Good luck!

Or you can get a one-handed weapon of choice, your best armor, and any shield. And parry him everytime he swings, that way if you miss you don't get as much health taken off, but you do a lot of damage through parrys.

Another method of approach that works well is immediately when you enter the room move to the left toward higher ground and he will do his jumping dash attack at you. Quickly roll forward to dodge his dash attack and now you should be a couple of feet lower than him. Most of his attacks at this point should go straight over your head if you stay near him so just hack away and make sure you dodge his slash that comes from the top down and throw. In order to make things even easier cast Iron Flesh and you can tank through most of the damage with no problem.

Note: Using the pyromancy Iron Flesh along with your heaviest armor and dual-wielding your toughest weapon can lead to an easy victory against Gwyn.

Bosses

Just looking for tips to defeat Dark Souls' many grueling Bosses? Look no further. Well, look below. Suppose that's a little further.

- Asylum Demon
- Bell Gargoyles
- Capra Demon
- Ceaseless Discharge
- Centipede Demon
- Chaos Witch Quelaag
- Crossbreed Priscilla
- Dark Sun Gwyndolin
- Firesage Demon
- Gaping Dragon
- Gravelord Nito
- Great Grey Wolf Sif
- Gwynn, Lord of Cinders
- Iron Golem
- Moonlight Butterfly
- Ornstein and Smough
- Pinwheel
- Seath the Scaleless
- Stray Demon
- Taurus Demon
- The Four Kings
- Titanite Demon

Asylum Demon

Boss Fight Strategy

Watch the video below for tips and strategies for defeating the Dark Souls boss **Asylum Demon**. The Asylum Demon is encountered in the Northern Undead Asylum.

Click this link to see the video

<http://www.ign.com/videos/2011/10/03/dark-souls-boss-strategy-w-commentary-asylum-demon>

An easy way to win the fight against him the first time is if the player chooses black fire bombs as a starting gift. The player can defeat him easily with 4 or 5 bombs

Alternate Method

An easy thing about this boss is that it is identical to the Vanguard from Demon's Souls. So your best shot would be to always stay behind him and stay close, as soon as he flutters up though, make some distance to not get hit by the AOE hit. Then just rinse and repeat for an easy fight.

New Game+ Method

When you start a New Game+ you will have all the Estus Flasks you finished the game with (17 in my case) as well as all the weapons, armour, and items in your inventory. As long as you have a decent setup when you go into fight him you don't have to run away. His power has increased but I was able to take him down with only a couple strikes (using Lightning Halbred +5) and 1 flask. As long as you don't run away you will be given his hammer upon victory.

Using a +5 black knights halbred, you can drop slash him from the balcony where you traverse the fog gate, causing a 1 hit ko if your attack is high enough. Like cutting through a slice of cake.

Bed of Chaos

STAGE 1&2: Don't bother going up the middle. You can't damage it at this point. On the sides there are glowing orange spheres. Move to them, hugging the walls, and break the branches preventing your entry. Destroy the fire inside and repeat the process on the other side. This time the floor will begin falling into the chasm below. After destroying the second flame he will cast pillars of flame, which is telegraphed by the firey circles that appear on the ground. If one appears under you make sure to move off of it as the flame damage could one-shot you without fire resistance and over 1k hp.

MIDDLE/LAST STAGE: Once you've come within a certain distance of the center point, the floor near the boss will drop as well. You'll notice a very large root leading up to his center. Get close enough to bait the the attack from both arms, then sprint towards the center of the middle and hit circle to jump while aiming a little to the right. It helps to wait for it to have cast pillar of flames. The middle section is basically a tunnel so you have no way to avoid the pillars. Follow the path forward slashing or rolling through all the branches until you find a larvae (or its heart). Destroy it however you choose. It only took one slash.

Note: Bed of Chaos does not reset upon death. If you happen to die after destroying an orb, upon returning the orb will still be gone, leaving you to continue wherever you left off.

TIP: After each of the side parts, hit start to quit the game and when you reload you will be outside of the fog gate, allowing you to approach the opposite side with less backtracking. Alternatively you may use a homeward bone if you feel that quitting is a cheese method.

Bell Gargoyles

Boss Fight Strategy

Watch the video below for tips and strategies for defeating the Dark Souls boss **Bell Gargoyles**.

Once the first gargoyle reaches half health, a second gargoyle (also at half health) will join in the fight.

Buy a heater shield from the undead merchant in the Undead Burg (or make a suicide run to the Valley of Drakes through the Londo Ruins to steal the Dragon Shield from the sleeping dragon). Because of high fire resist, the second gargoyle's fire attacks will be much less effective.

You can use the angle of the roof to your advantage to stay underneath a number of attacks. If you're up to it, try to cut off the first gargoyle's tail (by attacking his rear) to get the Gargoyle Axe. They may also drop the Gargoyle's Halbred or the Gargoyle's Helm.

NOTE: There are other ways of attacking the Gargoyles to get the Gargoyle Axe. One method was using the Great Chaos Fireball. A couple of direct hits to the face caused the tail to come off due to the splash damage.

The key to the fight is to try to keep the two gargoyles separate. Once the second joins the fight, stay focused on the first, as he will do most of the melee damage. Keeping the two gargoyles separate will prevent them from ganging up on you and can also put you out of reach from the second's fire.

If you're struggling, use humanity to reverse the hollowing and summon Solaire just before the fog door to help you out. He will tank a good amount of the damage and keep the first gargoyle busy while you take out the second. Click this link to see the video

<http://www.ign.com/videos/2011/10/03/dark-souls-boss-strategy-w-commentary-bell-gargoyles>

Do NOT try to take cover in the alcoves either side of the bell tower. Although it may seem like a good way to avoid getting attacked from two sides at once, it also prevents you from dodging the gargoyles' attacks and, once your stamina is depleted from blocking, leaves you completely exposed. Also be wary of straying too close to the edge of the roof as one ill judged roll could see you plummet to your death.

Capra Demon

Click this link to see the video

<http://www.ign.com/videos/2011/10/04/dark-souls-boss-strategy-w-commentary-capra-demon>

The Capra Demon can be tough not so much due to his attack power but more so due to the close quarters and the pair of dogs. As soon as you walk through the Fog Door, he will charge and attack along with the first hound. Your objective is to make it up the stairs on the left hand side and up to the archway accessible there, keep your shield up as you enter to ward off the hounds attacks, and roll to the left when the Capra Demon swings at you.

This boss can be challenging so make sure to take advantage of the shortcut back to firelink shrine, its to the right of the bosses fog doorway, follow the stairs downward. There are a pair of thieves in this area one concealed to the left of the path way so be vigilant. The door is on the left side of the pathway leading up to a spiral stairway.

Since the room is so narrow, use the stairs to your advantage. Run up them and try to kill one or both of the dogs before the Capra Demon starts to follow you upstairs.

Move all the way up the stairs, and go along the top of the archway to the right. If you stand here, the Capra Demon will be less likely to hit you, and more importantly fall down to the ground in the attempt, allowing you to do an aerial attack for big damage or pelt him with spells, bombs, or arrows. From here, however, the dogs **CAN** attack you quite easily; so be careful if you weren't able to kill them at the beginning of the fight. The easiest way to kill the dogs at this point should be to wait until the Capra Demon has fallen after attacking you, and then go for the dogs. (You may miss the precious opportunity to get a falling hit on the demon, but you may get knocked off of the perch by the dog's knockback effect if you let them remain alive).

Attempt to maintain your perch, if you do happen to fall roll away from the Demon and run up the stairs again. Maintaining your wits and keeping your attacks up will eventually gain you the victory in this fight.

As an alternative instead of trying to maintain that difficult perch, you may opt to head to the top waiting for him to follow. As soon as he gets close to you roll off landing on the ground. He'll attempt to follow you and will jump off as well. But he will stagger for a few seconds when he hits the ground. Deal in a few hits and then rinse and repeat. This strategy is much easier.

Another option, depending on how fast you can take out the boss, is that by casting Hidden Body(sold by Dusk of Oolacile) the dogs don't rush you right at the start, giving you some time to get off either some spells or heavy hits, before it wears off. Personally, I got off 2 Homing Crystal Soulmass spells which took the boss down within 10 seconds, and the dogs never knew I was there until the spell wore off.

Note: this fight as well as the gaping dragon can be optional if you have the master key as starting gift as you can reach Blighttown via the following route: firelink shrine -> new london ruins -> valley of drakes -> blighttown

Ceaseless Discharge

it is conformed by the game director that ceaseless discharge is the brother of the sisters of chaos (daughters whatever)

there is a way that you can skip the boss but to do that you must have large vitality and alot of estus flask and a wood grain so that while rolling you dont lose health, so start running and rolling once your health reaches its half use estus flash do this until you reach to the place were cabra demon is standing, WARNING: if you didnt kill ceaseless discharge the second bonfire wont appear

Click this link to see the video

<http://www.ign.com/videos/2012/05/07/dark-souls-boss-strategy-w-commentary-the-ceaseless-discharge>

Once you've grabbed the items at the end of the long hall the boss will start moving, before hand take note of your surroundings. About midway between the treasure and the entrance will be a fork the key once the boss is active will be to get to this fork after the boss activates. Note: Should you die and be running back, you can run to this point from the entrance and hopefully only get hit once by one of his attacks.

The boss has two attacks, one where he will breath fire in a huge cone, he will do this pretty much when he feels like it unless you are too close to him you should be able to live through one blast at the soul level where you hit the second bell.

His second attack is when you are too close to his face he will do an overhead swing and his tentacles after the swing will be available to be hit.

Now the key for this will be to be close enough to his face to where he uses his second attack, but the moment he even hints he is going to attack, you run down the fork. There is a "sweet" spot where if you stop running there you won't get hit, but will have plenty of time to run back and get 3-5 good swings. Once he pulls back up his tentacles, let your stamina build for about 1-2 seconds then run back down the fork and avoid his close range slam. Rince and repeat till he is dead and enjoy a little cutscene and 10,000 souls.

It may take a few deaths to figure out what exactly you are trying to do, but once you've figured it out,

it's really easy and requires very little "timing".

Alternately, if he keeps hitting you in this "safe spot" and you have a hard time getting him into a good fighting position, you can get him to walk back to his starting position by standing near where you picked up the armor to activate him. Doing this will give you a much larger area to work with when dodging his attacks and staying just far enough back from him to keep from getting slapped, while not being so far away that he spits lava at you.

For those who don't mind bending the rules, however, there is a far simpler (also quicker, safer, and less annoying) way to kill the Ceaseless Discharge. To do this, you simply want to go back to where you grabbed the items that triggered the fight. Sprinting from the white light may be tough because of his fire cone attack, but just dodge it when you think it is coming. You will likely beat him back to this area (he is extremely slow), so just wait around till he is back. Ideally you should stand directly next to where the items were found originally found. Wait for him to be directly parallel to you. As soon as he opposite of you run back to the white light where you entered the room. When as you get there turn around and face the direction that the Discharge is approaching from. When he gets close enough he will do an odd jumping motion and one of his arms will land horizontally a few feet in front of you, and the other will be stabbed vertically in the ground to your left. After he jumps, if you work quickly enough, he will not attack you. Simply attack the vertical arm that landed to your left 3-4 times. It will only do minor amount of damage at first, but after the fourth or fifth hit it will take down all of his remaining health. (This may or may not be a glitch, as the fact that one hit can get his health from 7/8 to zero percent wouldn't typically be something overlooked by a developer.)

Chaos Witch Quelaag

Click this link to see the video

<http://www.ign.com/videos/2011/10/04/dark-souls-boss-strategy-w-commentary-chaos-witch-quelaag>

This battle can be troublesome if attempted alone. The game provides you with an NPC phantom Maneater Milldred to assist you if you happen to be human when you reach the boss. Milldred does pathetic damage against the boss but does possess a significant pool of health thus making her an ideal tank.

Note: if maneater milldred survives the entire boss fight she will leave taking half of the souls you gain from this boss, also it is not nesesity to defeat her as an invading phantom to summon her for the battle.

If you arrive in hollow form or have already summoned Milldred and returned and are thus forced to fight her alone, equip armor with high fire defense if you have it available. If you have little in the way of flame defense gear, the pyromancy trainer at the firelink shrine sells a spell which increases fire defense (Flash Sweat). The key to fighting her alone is to stay right next to her beast's head off set to either the left or right. From there, she will be more likly to miss with her fire sword (note: you can still be hit by her 180 swing even here so be ready to dodge), and the lava attack is easily avoided. Be aware when she bends down ontop of the spider, she will do a powerful AoE attack, dealing high damage. If you can, roll back out of range, but if your can't do it in time, its better to take damage with your shield up than to be killed when your rolling. Eventually, with a bit of skill, you can whittle her health down until she finally dies.

Crossbreed Priscilla

Crossbreed Priscilla is one of the optional bosses you can encounter in the game. She is located in the Painted World of Ariamis.

Note: If you cut off Priscilla's tail you will receive Priscilla's dagger, which is a rare weapon that causes massive amounts of bleeding.

Priscilla will not immediately engage the player in combat, but will instead plead the chosen undead to return home and leave her world, instructing the player to leap off of the plank behind her.

Approaching the plank will trigger a cutscene that sends the player back out through the painting. The player can freely leave that world behind and continue on their adventures, or travel back into the painting and hunt down Priscilla once again.

Priscilla will turn hostile once damage is inflicted upon her. Upon engaging her she will turn invisible. You can get a jump on her and get her special tail dagger before the fight by targeting her tail and cutting it off while she continues to talk. Be sure to take note of where her foot prints are as well as the direction, if you circle around to either side of her feet you can get an easy 1 to 2 hits after she attacks (she takes a step forward to attack). Attacking her a few times like this will cause her to turn visible.

During her initial invisibility phase, Priscilla is limited to one combination attack: A powerful forward crosscut followed by a lighter second swing. The first cut will dig deeply into your stamina bar and add a good chunk of bleed damage even while blocking, if the bleed bar fills you'll suffer instant death. Quickly land a few hits with your melee weapon and roll away, you want time to rest between hits so your stamina and bleed bar stay within safe levels. Be sure to stay on the portion of the platform covered in snow, as to be able to see her footprints, and brace for another combo. After a few of these exchanges (as little as one or two, depending on your melee damage) Priscilla will become both visible and target-able, triggering Phase 2.

In Phase 2 Priscilla's ability list changes slightly, but becomes considerably easier to deal with. Priscilla retains her powerful crosscut, but abandons the follow-up blow. She also gains a new ability, an arctic breath, that she employs when the player is at range. Priscilla rotates as she uses this ability, and covers about 180 degrees of the platform, following the player's movement. The chilled air from the breath lingers for a few moments after the attack has ended, and is still harmful, so it is suggested that the player avoid the affected areas completely until the effect dissipates.

After a set period of time (not health percentage) Priscilla will trigger a snowstorm and turn invisible once again, cycling back to phase one. It is entirely possible to kill Priscilla before she ever returns to Phase 1, assuming you're doing respectable damage. If she does return, however, remain vigilant - as it's easy to be lulled into a false sense of security from the simplicity of Phase 2. Her attacks are hard to judge while she can't be seen, and you will want to make sure you're at full health at all times during Phase 1 to avoid being surprised.

A quick way to end this battle is with pyromancy. At the start of the battle when she walks towards you, hurl a nice fire orb her way which will bring her out of her invisibility, allowing you to lock on to her. Lock on and strafe around her keeping a safe distance from her blade and blizzard attack and

unload whatever fire attacks you have. She is very weak against fire and will drop in no time.

This cycle repeats until her health is depleted, and the player receives 30,000 souls as well as the "Soul of Priscilla", which can either be consumed for 40,000 souls or used to craft the "Lifehunter Scythe". The Scythe is a slashing-style Halberd that inflicts 165 physical and 500 evil damage, and has respectable scaling grades - making this a powerful weapon. (Warning, this weapon will inflict heavy damage on YOU if used too many times in a row.)

It is rumored that if you do not belong to any covenants (As in, didn't join any in your playthrough) and have enough humanity she will offer some tasks to the player to complete. This is just rumor and has not been confirmed as of yet.

Note: if player plans on engaging crosbreed priscila in a battle it is recommended that the player starts the battle by using the Pyromancer toxic mist or poison mist as these cause an aura around priscila making her easy to spot during the fight. Although it wont allow lock on it will make it considerably easy to know where to attack.

An attempt was made to confirm Priscilla's sidequest. The character's starting class was a deprived and the starting gift was the pendant. He was in human form with 51 humanity and was not affiliated with any covenants. Unfortunately Priscilla's only response was for the character to leave her land peacefully. Two important notes is that the character did not have over fifty humanity during the very first meeting with Priscilla and it was during the character's first playthrough.

Priscilla's Quest (sort of): I have yet to confirm this directly but apparently once you have Priscilla's soul and take it to Firelink Shrine after Anastacia has been killed (and is still dead) you can place Priscilla in her place and reignite the bonfire and she'll give you a nice ring.

Dark Sun Gwyndolin

Dark Sun Gwyndolin

Optional Boss

Drops Soul of Gwyndolin, 40,000 souls

Location

Anor Londo

Past the Dark Moon Tomb, the lowermost level of the rotating platform controlled by the lever, in the center of Anor Londo

- To gain entrance you either need the dark moon seance ring from the catacombs or you can kill Gwynevere. If you kill Gwynevere you can just warp straight to the dark moon tomb to challenge Gwyndolin.

Follow the hidden path down to the fog wall. You can kneel here and join the Darkmoon Covenant which nets you a Blue Eye Orb and the Darkmoon Blade Covenant ring. The Orb lets you invade guilty player's worlds, and the Ring allows you to be summoned by Gwyndolin, no point really since you're about to kill him.

Attacks

Giant Blue Orb - High damage with Knockdown but easy to dodge

Little Blue Orbs - Similar to the Moonlight Butterfly orb attack but a little harder to dodge. Moderate to High damage depending on how many hit you.

Arrow Flurry - Easy to dodge shoots in a straight line towards you.

Strategy

Its possible to defeat boss without taking a hit: equip the dragon slayer bow and 25-30 arrows and hawk ring(behind arnor lando blacksmith) after the boss warps for the first time you can find a spot where he wont fire at you but you can reach him with Melee - hide behind a pillar until he starts shooting either the big orb or the arrows. At which point, you'll want to start charging him while zigzaging around his attacks. You can try and avoid the small blue orbs but if you're caught they do a pretty decent amount of damage so just hide behind a pillar.

- note: the big blue orb goes through the pillar so you must avoid them!

Once you reach him hit him as fast as you can before he teleports away. Rinse and repeat until he's dead

Ranged - basically the same except you don't have to run up too close so he doesn't teleport. Around 2 - 3 pillars away is good. Keep dodging while waiting for a chance to pop off a couple spells or arrows at him.

Hybrid - Players who play a hybrid of melee and sorcery will have an easy time with this fight if they cast Homing Soul Mass or Crystal Homing Soul Mass and charge Gwyndolin. At even low-ish levels of intelligence (26 or so) the Crystal Homing Soul Mass will do roughly 400-500 damage not to mention the two or three melee hits you should be able to get in before he/she/it teleports. After two teleports Gwyndolin should be dead.

Charging Melee - If you have items that are high in MagDEF and Poise (i.e. Havel's Armor or Gold-Hemmed Black Set and a Crystal or Crest Shield, as well as Havel's Ring and Wolf Ring) use a combination of these without going over 50% of your Equipment Load to maintain mobility. Adopt the zig zag running pattern to avoid the Arrow Flurry and Giant Blue Orb attacks. The Little Blue Orbs attack can be mitigated with small to moderate damage if run directly at them with shield up. (becareful when he casts Giant Blue Orb after absorbing the Little Orbs...most likely will hit you with the second attack.) This approach is a battle of attrition so make sure you have 15 Estus Flasks, decent Vitality, and a weapon with over 300 damage. (Lightning Spear or Greatsword)

Misc.

Once he's dead you can proceed to the end of the corridor to find three chests, The one on the left is empty, the one in the middle has the mircale Sunlight Blade and the one on the right has the Brass Armor set.

Spoilers Dark Sun Gwyndolin created an illusion of a sister in order for her to help Gwyndolin guard over Anor Londo. This sister is Gwynevere, the princess you meet after defeating Ornstein and Smough. If you attack Gwynevere, she dies in one hit, disappears along with most of the enemies in Anor Londo, and as a result, Anor Londo falls into twilight. Also two new enemies replace the giant golden-armored knights in the room before the Ornstein and Smough boss fight. One of them is a girl with baldur armor the other is a guy in dark knight armor. Each drop 5000 souls a piece and end being a pretty decent farm. There is a trick to farming souls from them. Warp to the "Chamber of the Princess" then kill the two knights. Head up the stairs on the left and to the bonfire inside the castle killing the silver knights on the way. Now warp back to the "Chamber of the Princess". The two knights will not respawn unless the player warps to the Chamber.

Firesage Demon

LOCATION

In the Demon Ruins, after defeating Ceaseless Discharge and cooling the lava, he is in the ruins past the Capra Demons.

Walkthrough

He is essentially the same as the Stray Demon underneath Undead Asylum.

First run towards him while trying to avoid his explosion attack. It's best to try and stay behind him while he attacks you. His explosion attack has a surprising amount of range. There are two indications for his explosion attack. The first is he swings his staff without hurting you, this attack is his ranged version. The second is when he flips his staff and stabs the ground, this attack will explode close to the demon which can be avoided by rolling backwards.

Stay as close to him as you can while avoiding his physical attacks, occasionally taking swipes at him when you can. The best place to stand is close to one of his legs while trying to circle strafe behind him. This ends up with him trying to either fly up and slam down on top of you or using his close ranged explosion. Both can be avoided by rolling backwards. After he does one of these attacks there is a brief moment where you can attack him. Take 1-2 swipes and back off while he tries to attack you.

An additional meelle strategy is to constantly stay as close to his stomach as possible. as long as you stay running against his stomach he is 100% guaranteed to try to use his flying crash into the ground attack. The shockwave generated by the attack is easily blockable with minimal stamina loss and leave him open for you to land 2-3 hits. making this boss fight extremely easy. As long as you keep repeating this method

Note: Despite his name and appearance he is quite weak to fire damage, also note that the explosions that he generates from swinging his weapon generate not from the weapon but from the ground directly in front of him.

Gaping Dragon

Click this link to see the video

<http://www.ign.com/videos/2011/10/04/dark-souls-boss-strategy-w-commentary-gaping-dragon>

The Dragon emerges from the bowels of the room in dramatic fashion. Although its attacks are incredibly powerful, the beast is quite slow. Use ranged attacks, particularly Heavy Soul Arrows, when the gap between the two of you is large. The best time to engage in physical attacks is directly after it charges at you. Move out of the way of the attack and the Gaping Dragon will be stunned for a few moments. Take this opportunity to rush in and deliver a barrage of attacks.



If you're feeling particularly bold, try concentrating your attacks on his tail. After you've cause enough damage, the appendage will fall off, rewarding you with the powerful Dragon King Greataxe. Also note that the Dragon is weak to lightning, so use Gold Pine Resin if you have any. With enough patience, you'll take the beast down and be rewarded with the key to Blighttown.

Before traversing into the demon's lair, be sure to take out the sorcerer on the top floor. The path to him is in the large open room next to the merchant. Instead of taking the path to the demon, look for a doorway on the same wall with a very large set of staircases. There are two paths that branch off of this route. Down one path is the sorcerer and some giant rats. Down the other path you'll find a bonfire and a shortcut unlock which can be quite handy. Be sure to check all of these out as they are very helpful in the long run if you die.

Also take note that at times throughout the battle the Dragon will rise up but instead of turning to face the player to attack will seem motionless for a few seconds. When he does this **Run away!** The Dragon is about to do a wide area vomit attack that causes moderate damage but more importantly damages equipped items greatly. If you fail to avoid this attack you may find yourself with broken equipment.

Here's an easy way to kill the Gaping Dragon: when he slams down, quickly dodge and smack his tiny head (which is the weakest part of the dragon). He'll raise his head to signal his charge, which is dodged by rolling left or right. He only charges straight and after doing so, he stops for a moment so smacking him is easy. Also, attacking his tail will give you the Dragon King Greataxe. Be careful: his best attack is his tail whip, which is both fast and strong. Otherwise, you can easily dodge or block his other attacks. He will also jump and try to land on you occasionally—you can just roll to dodge the jump. When his health is low he has a vomiting attack that he casts when he raises himself up and the spines/teeth start to close and move erratically. Just run far away to escape the attack. He

should go down pretty easy, and you'll get the key to Blighttown.

Sollaire can be summoned for this battle. Lautrec can also be summoned for this battle but, his summon sign is hidden behind the pillar just past the final staircase leading to the boss

Note: this fight as well as the Capra Demon can be optional if you have the master key as starting gift as you can reach Blighttown via the following route: firelink shrine -> new london ruins -> valley of drakes -> blighttown

Gravelord Nito

The fight against Gravelord Nito can be a tough one, although the boss itself is rather quite easy - the arena is small and the skeletons will resurrect.

The best strategy is to use a divine weapon to take out the three smaller skeletons at the beginning (as this will keep them from resurrecting), while ignoring the larger skeletons by luring Nito to where you start from. If you have to move take the right path, but not all the way back.

Gravelord Nito himself has several different attacks with his scythe, a wide sweeping slash attack (easy to block), and a focused downward strong attack (easy to dodge, or strafe--listen for a scream which indicates Nito is going to execute this attack), and most prominently an area effect 'miasma of death and destruction' attack which damages everything within a radius, including any skeleton mobs - Gravelord Nito will curl into a ball before initiating this area effect attack (you can't dodge it but you can block it to mitigate some of the damage).

Melee characters with high defense and armor (ie. Havel's Armor set) will have a relatively easy time soloing this boss. Having high poise will also help avoid interruption from attacks from all the secondary mobs. It is also recommended to use a weapon with high physical damage (blunt weapons especially), such as the Dragon Tooth, as it will take down Nito quickly. Focus solely on Gravelord Nito the second you enter the instance, block his slash attacks, and avoid his strong attacks. Use Nito's area effect to your advantage, as it will give you a window to heal yourself and deliver a relentless chain of attacks.

Alternate Strategy:

The easier way to take on Gravelord Nito is to make sure you have a divine weapon and to stick as close to the starting area of the boss fight as possible. The divine weapon ensures that you won't have to deal with the respawning smaller skeletons (after you killing them they will stay dead) and staying towards where you start the fight keeps you from pulling the giant skeletons that are in the back into the fight.

With the extra mobs out of the way, the fight is incredibly easy. Staying in close quarters and circling Nito is the best tactic, getting in hits when you can. When he hunches over to release his poison gas (the area of effect mentioned above) make sure to place a few yards between you and Nito and you won't take any damage at all

Further, Nito is weak against fire, with Great Chaos Fireball doing around 500-600 damage depending on how upgraded your pyromancy is. (With Pyro +10 he can be easily dispatched with 4 Chaos Fireballs and 4 Chaos Fire Whips and the splash/aoe damage from these keeps the skeletons down)

Great Grey Wolf Sif

Sif is a giant grey wolf that guards the Sacred Sword. Sif resides just past the Darkroot forest, beyond the crest-sealed door. Sif weilds the Greatsword of Artorias in his mouth, and is very agile.

If you're going to melee Sif, here's the tactic to keep in mind. If you can get underneath Sif in one roll, then roll under him. You're safe to melee him from underneath him until he leaps away. If you can't get underneath him within one roll, then roll backwards. He will eventually reposition himself.

To summarize for melee : **If you can get underneath Sif in one roll , then roll forward, otherwise roll away and wait for the opportunity to get underneath before you melee.**

All of Sif's attack deal pure physical damage, so your 100% physical reduction shield with the highest block rating is preferred.

A ranged strategy is simple, bait a swing and then launch your attack, but even ranged characters can benefit from attacking while underneath Sif.

The pyromancy spell Great Combustion deals incredible damage (at ascended +5 almost 600) , and is fast. If you can get underneath the boss using the above strategy, then this pyromancy can give you an easy win.

Upon death, Sif drops the Soul of Sif, and the Covenant of Artorias, which allows you to Traverse the Abyss, for the Four Kings boss battle. Don't forget that behind the grave is the hornet ring, which increases backstab/riposte damage by 50%. This ring can be obtained without triggering the boss fight if you circle around to the back of the grave without getting in proximity to the large sword.

_____delete the outdated information from below_____

While other bosses may lose body parts, Sif is the only boss that shows signs of being injured in the fight (loosing body parts not a sign of injury?): near 25% health, Sif will begin to limp around the battlefield, making him much slower (not really?).

A large pool of stamina will benifit you greatly during this fight if you are playing a martial character. All of the bosses attacks deal physical only damage thus a strong sheild can mitigate or even nullify the damage received. Even so the boss does posses a double spin attack that is better avoided than blocked as the first stike may land on your shield but the second can bleed through and prove lethal. Martial characters willing to train in and make use of pyromancy will be delighted by the Iron Skin spell (are you serious?). The damage received will be significantly lower and the player will be more at liberty to deal heavy damage (unless Sif jumps away in which case you are a heavy metal sitting duck...!)

More on for "Up-Close and Personal Attack" Players, It's good to keep your shield up and move around alot because as previously mentioned Ol' Sif does the double swinging attack that has quite a kick in it. The best thing I've found out to do is to Keep my Shield up and when he looks like he's about to do his one, two, three attack, I dodge the first one just in case it's the Swing attack and i wait until i know it isn't the heavy hitter, Then i go in under him and do a two handed attack. Don't worry

because if your under him He'll always usually jump away so you have plenty of time to put your shield back up. oh and always be vigilant, he does come up close, try to fool 'ya and just attack and backflip back away and it can do a fair bit of damage if your not careful.

Players more inclined to deal damage at range will nearly need to kite the boss around the battle feild firing spells or arrows when possible. Pyromancers can hide bellow the boss and use the Combust spell for significant damage.

Overall however the simplest strategy for this battle is to stay underneath Sif, and hit him in the chest or the legs. IGN's Video Commentary of the Great Grey Wolf Sif battle is very informative see below.

Upon death, Sif drops the Soul of Sif, and the Covenant of Artorias, which allows you to Traverse the Abyss, for the Four Kings boss battle.

Hellkite Dragon

After beating the Taurus Demon, you will be led to an area with the Red Hellkite Dragon watching over a bridge. Attempting to pick him off with arrows from here will basically drive him crazy and he will begin flying over the bridge and killing everything. To pass the dragon, you will want to run halfway across the bridge and down the stairs before he breathes fire on you.

After working your way underneath the bridge, past the rats, you will climb a ladder towards the metal boar mini-boss. Clear the area of skeletons, and kill the boar (you can do this by standing behind him on the bridge and using a bow, or if you have any Gold Pine Resin, an electrified Long Sword will take it down in 4-5 strikes).

Once the area is clear, head back to where you came up the ladder. Instead of using the ladder, go up the tower and you will find a black knight. Lead him down the tower; most of his sword swings will not hit you as you are lower than him, but be careful of his overhead chop, which will do damage to you if you are not blocking and your stamina is not high enough. Once you get him into the open area, kill him by hugging the body and waiting for a backstab opportunity.

When the knight is dead, rejoice, and head up the tower. There will be a broken area of the tower's ledge. Stand at this area and aim down, you should see the back of the dragon on the bridge. Shooting the dragon in the back of the neck/head should either kill the dragon with a single arrow, or make him fly away and die somewhere off camera. +10,000 souls

****This has been patched and no longer works****

(Exploit to kill dragon still seems to work) Just done it after reading this.

Sometimes the dragon will be up there and sometimes he won't, it just depends on your luck. **Confirmed, even in unpatched still just depends on luck. He might just magically be gone sometimes and reappear once you are on the bridge.**

- Oct. 22, 2011

It does still work, simply have to try a few times. Stay on the outside of the spiral the whole way up as that seems to be what causes the dragon to disappear or stay. You should also be able to hear the dragon roar most of the way up. -Oct. 27, 2011

BOW METHOD (10/20/2011)

(Sorcerer 12 Dex, short bow, 350+ arrows)

Proceed through and under the bridge as normal killing all enemies up to the 3 rats. after the rats are taken care of, step back out to the ledge and hug the wall to the right till you reach the end. this is the corner of dragon triumph. turn around and equip the bow and go for a head shot. the dragon will fly down and pound on the bridge as normal. you can get a couple of body shots in while he's dancing around. the neck, arm pits, and head seem to give the most damage per arrow. after he turns around,

the dragon will fly back up to his perch. rinse and repeat.

note: i did this in one sitting, one attempt, and the dragon made no attempt to heal himself as others might have encountered. it takes awhile, but the dragon made no attempt to reach me on the ledge.

Note: dragon will lift his wings while sitting on the perch and look at his left wing when he is healing himself. while doing so you can put 4 or 5 shots in him almost nullifying his healing. Took under a hundred arrows with about 200 attack power.

Iron Golem

Use a humanity at the bonfire atop Sen's fortress (the one you jump to from the top) to reverse hollowing (become human). Take the path that goes right from the fog gate across a catwalk bridge. Inside that room, on the left, is a summon sign for Black Iron Tarkus. **Summon Tarkus, let him kill golem, use anything ranged, or go to the bathroom.** This NPC is amazing, and according to legend, Chuck Norris checks under his bed for Black Iron Tarkus at night.

Ok this one can be annoying if you're not ready for his attacks. He starts with a shockwave attack that if you stay back will hit the ground and he never used it again while I fought him. He also has a nasty habit of knocking you off stage with his combo attacks. In general when he goes to swing his axe just roll through his legs and he won't hit. Note DO NOT do this when he grabs he will turn and get you and throw for a good deal of damage. I've killed him with several tactics. One he hates magic be it a magic imbued weapon or the myriad of pyromancy spells I hurled at him. For you warriors out there the magic weapon spell and the amazingly effective iron skin pyromancy will make sure you can withstand his attacks and dish them out yourself. It's basically just rolling under him slashing/burning/etc. and watching for the grab. He looks a lot tougher than he is so good luck and go out and stomp the giant.

A good weapon for beating him, if you are a melee fighter, is the lightning spear that you can get from a fake (i.e. dangerous, flesh-eating) chest within Sen's Fortress. If you take the spear and focus your attacks on one of his legs you will eventually stun him and it is very easy to land some hardhitting stabs.

This fight is also a little similar to a boss in Demon's Soul's, and for people who have never played Demon's Soul's or have not gotten up to the point where you fight a huge Tower Knight, I'll tell you the similarity anyways, so just like the Tower Knight in Demon's Soul's the Iron Golem will eventually succumb to the pain of one leg that you continually attack and start to his sign of weakness. And if you keep at the one leg he will eventually fall over and leave himself open to a number of attacks, it lasts for a while so get your strongest two handed weapon out to wail on him. Oh and a fun fact although I would not recommend this, if you do what I have previously suggested and keep at one leg 'till he falls over in pain you have a chance to make him fall off the opposite end of the arena (Another bridge part) and humiliate himself as he keeps falling in a funny manner. Cool huh?

another easy strategy if you have good pyromancy is to use the fire whip against his legs which should easily stun him and eventually make him fall if it isn't working make sure that both legs are hit with the whip. 4 casts of fire whip should be enough to take him down

Surprisingly this hasn't been noted yet, I already covered it in the walkthrough. If you are human at this point you can **summon the NPC named Iron Tarkus** from tower across the bridge from the fog door. Iron Tarkus can be as good as you let him be. You can use him as bait, in which case he'll be kind of useless for attacking but a great distraction, OR you can draw the attacks and let him get some slashes in. Since he dual wields he's actually pretty strong, doing about 3/4 of one unit of health per swing. That's a lot for an NPC. Good luck!

Moonlight Butterfly

Click this link to see the video

<http://www.ign.com/videos/2011/10/04/dark-souls-boss-strategy-w-commentary-moonlight-butterfly>

Boss - Moonlight Butterfly

This fight is relatively easy, even if you don't have the magic used in the video above.

The butterfly will fly around the sides of the bridge, moving back and forth, occasionally swapping to the other side of the bridge.

He has 4 different attacks, all are projectiles and magic. The 2 most common moves are a 'needle' move, which fires several 'needles' at you, your best bet here is rolling, however using your shield will take of most of the damage, and slower attack, which fires 3 balls at you, again rolling avoids these, if they hit you, you may only be hit by 1, sometimes all, they can 1 hit lower level characters.

There are also 2 rarer moves, during the more frequent of the two, the butterfly will move over the top of the bridge, and fire a huge blue ball of energy at you, even with your shield up this attack throws you back and does devastating damage. You can tell when the butterfly is about to perform this attack because it will pause over the bridge. So, all you have to do is sprint to the opposite side of where the butterfly is facing. The other move will almost never happen, the butterfly will start firing a 'laser' and sweep across the bridge, if this does happen, just roll underneath.

If you have a bow or magic, you should shoot him between his shots while making sure to roll from his attacks. If you don't have a ranged attack, no worries, after a little while he will land and let you punch his face in. Just make sure you run away when he starts to glow, he's about to blow up.

If you are a human when you make it to this boss, at the bottom of the stairs in the tower (if you want to avoid the Stone Guard, just run past him before he gets up, he won't see you, and you can avoid him) underneath the stairs, there is a summon sign for 'Witch Beatrice' if you got the summon stone of Knight Solair, if you're a melee class, this will make the fight a breeze, Beatrice will fire Soul Arrows at the butterfly when she feels like it, and then when the butterfly lands you can lay in a good few solid wacks.

****(Another easy but cheap way to win this battle is with pyromancy spells, and almost 30 firebombs. You can get the firebombs from the Dredgeling merchant at Undead Burg. Keep evading all the projectile missiles by the Moonlight Butterfly, and spam your skills and bombs when it perches on the wall to recharge itself)***

Before the fight you should put on the armor with the most magic defense, and a shield that blocks as much magic as you can.

Having >25% equip weight also gives you faster rolling, which helps very much.

The boss gives you a demon soul which can be used to forge a spear, or a shield, which are supposed to be powerful, though I haven't seen any of them yet.

Edit

The shield is definitely what should be taken when it is time to upgrade. It is the most powerful weapon in the game. See [Optimized Builds](#)

If you want to kill this boss within a minute just summon the witch and roll every time the butterfly attacks you. The witch is very strong and will easily destroy the butterfly.

Ornstein and Smough

What you are gonna want to do with this fight, is go after Ornstein first, he may be stronger than Smough but if you can get him down first, Smough will power up (just like Ornstein will if you kill smough first). But Smough is far, far weaker. and what you want to do is, if you are alive, summon any phantoms you can find, of course. and just keep on backing away from Smough and Ornstein will follow you, and you will get ahead of smough, and just keep defending and keep on knicking at Ornstein's health until he dies. If you do choose to take out Ornstein first, his strategy is to get you in between him and Smough so Smough can pound you from behind, so make sure you keep your line of sight as looking at Ornstein with Smough behind him.

Click this link to see the video

<http://www.ign.com/videos/2012/05/07/dark-souls-smough-ornstein-boss-breakdown>

If you are a pure physical character, you will find these bosses to be painfully more difficult to fight than a character with any sort of range. But there is still hope! While using a spear, you can attack and block **at the same time**. The fight will be long but you will remain relatively safe behind your shield.

Once you have dealt with Ornstein, Smough will absorb his power and regain all his health, but don't let this deturb you, he has only gained one attack, an area of effect move which he telegraphs early by charging himself with electricity and the doing a jump smash. The moment you see him do this, roll away backwards, twice, then raise your shield. This will get you far away enough to not be damaged, and just in case, the shield will pick up any residual effects.

The key here is to ALWAYS keep a pillar between you and Smough. When he does a smash attack, sprint, strong attack ONCE and then get back behind the pillar. If you find yourself next to him, DON'T PANIC. All of his attacks are easily avoided by rolling (you can even roll under his horizontal attacks).

The key here is time and patience. This fight should last at least 10 minutes. Play it safe, keep your distance and only go for one (strong) hit at a time. Stay maybe 2, 3 meters from the base of the pillar to avoid his swings (his hammer can go through, but he physically can not), and you should be fine.

Then once he is down Smough will have all the exact same attacks, but they will all do a massive amount of lightning damage. and when he jumps up and lands on his butt, that will do a massive AoE hit that will more than likely one hit you, however, if you have the Eagle Shield (or any other shield with a high stability) when he jumps up ran back a little, then hold your shield up, youll take a small amount of damage, but significantly less than normal. Keep on circling to the left of him and hit his back and most of his attacks wont hit you. All in all the fight is not that hard. If you defeat Smough last you will receive his soul and be able to forge his hammer from a +10 standard club.

P.S. only focus one!!! When one of them dies the other gains full health plus the dead bosses ability!

- extra note: if you kill smough first and then kill ornstein you will be able to buy ornstein's armor from Domhnall of Zena under the aqueduct bridge in firelink shrine.... (he will appear there after

you have killed the gaping dragon.). Likewise killing Ornstein then Smough will allow you to purchase Smough's armor set from Domhnall of Zena.

strategy to defeat smough, then giant ornstein

if you wish to kill Smough first in order to get the soul of Ornstein it is recommended that you use pyromancy on Smough as he is weak to fire damage; additionally try to always move in a way such that Smough is between Ornstein and you as he acts as a barrier between both. However, Ornstein has two nasty ranged lightning attacks that are capable of damaging you through your shield, and one will home in on you.

Once Smough is dead, it is recommended that you keep a pillar between you and Ornstein at all times. Take note that his spear can still go through the base of the pillar (due to the game's clipping) so keep your shield up. Remain this way until he decides to jump and land cause an electric shockwave attack. Once this happens he is open for 2-3 quick attacks before he recovers from it. Once he does, go back to guarding behind the pillar. Also, keep watch for his lightning stab attack, which is unblockable and will usually kill in one hit. Rinse and repeat until defeated.

A quick way to kill Smough is to use the Lightning Spear you hopefully picked up on your journey. Upgrading it takes some precious resources but it does a lot, a lot, of damage to Smough. Summoning Knight Solare into the fight you could be able to kill Smough fast enough, using the Lightning Spear, that Solare is still alive to take the initial pressure off of you for the super charged Ornstein. A ranged attacker should have no problem lobbing spells with Solare, and using the pillar strategy above when he falls.

Pinwheel

At the start of the fight, there is only one Pinwheel. During the fight, he will constantly warp around the room and create duplicates of himself. These duplicates can be killed in one or two hits. His abilities include a teleport to the other side of the room, his duplication, and a short range magic attack with a significant tell.

For melee, lock on to Pinwheel and focus on doing as much damage as possible. By Equipping Dragon Great Sword, less than 10 hits will destroy this monster. His magic attack is easy to stagger him out of. The only dangerous aspect of this fight is if you get surrounded and take a few attacks at once. If you do find yourself surrounded, remember that the duplicates are easily destroyed.

The same general strategy applies for magic users. Lock on, hit him with your most damaging spells, and avoid the clones. His magic attack has a pretty short range, so you shouldn't have to worry about it too much.

After defeating him, the player acquires the Rite of Kindling and one of three random masks (Mask of the Father, Mother, or Child).

Another method (easy way)

Summon Leeroy, Paladin of the Catacombs. His Grant (huge hammer) does HIGH damage to Pinwheel, around 500 damage each strike. It is a huge help.

Prowling Demon a.k.a Titanite Demon

Fight Strategy

The Prowling Demon is an optional boss fight in the Undead Parish. He guards the entrance to the Darkroot Garden. He is also found four times in the pit of Sen's Fortress, once in a small room in Anor Londo and once in the Catacombs. Each sighting is an optional fight encounter. Drops Demon Titanite, additionally as a rare drop he can drop the titanite catch pole which is the weapon he uses. There is also one guarding the secret path to Lost Izalith, note that this prowling demon is stronger than the normal ones and drops 2 demon titanites instead of 1 upon death, he also respawns making it possible to farm him for demon titanite.

He is slow, and uses lightning attacks if you're far from him and attempts melee if you are close, he is also weak to lightning, note that his melee attack have a considerable range.

There are a number of effective ways of bringing him down:

If you stay just in front of his left arm his attacks miss more often. Equip a very stable shield because some of his attacks can leave you open. If you need to heal move behind him, heal, then quickly get back to his front. If you stay behind him for too long he will jump and pin you to the ground causing massive damage. Rinse and repeat and he should go down fairly quick.

His melee attacks are very easy to dodge as long as you aren't in front of him. He's weak against lightning, so use Gold Pine Resin if you need. Patience and flanking will bring him down. Be ready to roll if he tries his jumping attack.

As long as you stay far from him, he will only use ranged attacks that are easily dodged. Bring some ranged attacks of your own and snipe him away.

This following strategy is for the Undead Parish Prowling Demon fight only: The two sets of stairs in the room are also able to be used to your favor; either lead him up to the stairs in the front or run down to the stairs behind him. If you keep him at the top of the stairs, you should be able to stay on the stairs just beneath him and his melee attacks will swing over your head.

In Lost Izalith run behind the prowling demon as far as possible and he'll turn around leaving his back exposed. Sneak up or use the Slumbering Dragoncrest Ring to keep from being heard. After sneaking up on him, two hand a strong weapon, use strong pyromancy or spells, hit then run all the way back until he turns around again. Rinse and repeat.

Watch the video below for tips and strategies for defeating the Dark Souls boss .

Seath the Scaleless

Note First Encounter: You will die.

There are several things you must be wary of when you encounter Seath the Scaleless. His crystal attacks can curse players, so wearing high-curse resist gear is hugely recommended. Also be aware your curse resist is LOWER when in Human form, but HIGHER if you are carrying humanity in the top left counter.

Upon engaging this boss you want to charge to the back of the cave and attack the crystal pillar that he is protecting. It will die in one hit, or even one roll. If the player fails to kill Seath the Scaleless' "true heart" he will constantly regain hit points.

Be careful to not place yourself behind the boss as he will begin to pound the ground with his tails and deal high physical damage. It is recommended to stand slightly to the side near the base of his first tail and deal attacks there.

Since Seath is a dragon, he is naturally weak against lightning. Fire also works nicely on this boss.

Tip: If you are able to slice off his middle tail the player will acquire a magical dragon sword that scales very nicely with intelligence. However, doing this is very difficult as it leaves the player extremely vulnerable to his tail slams and 360 area of affect crystal attack. It is recommended to have allies when trying to acquire this sword. Also, work by slashing his two outer tails off then proceed to cut off the third.

Tip about curses: If the player wears armor high in Curse resist he is able to stand in the crystalline based attacks for quite some time without his curse meter raising real sharply. Be aware that while you do this you will still take small amounts of damage constantly while standing in the crystals. However, you still are able to attack and cast spells and heal while standing in them.

This boss can be extremely challenging and might even be easier to fight alone (Due to all your allies running behind the boss and the three of you being smashed to death.)

HINT: An effective strategy is to position yourself near either his left or right tail (as opposed to the tail directly behind him). Proceed to stay extremely close to whichever tail you choose, and run clockwise or counter-clockwise accordingly. Every now and then, Seath will stop moving for a few moments in order to cast his semi-circular Crystal Breath ability. Take this opportunity to get in as many hits as you can, as you will be out of range of the ability. When Seath begins to move again, keep close to the tail as you did the first time. This should allow you to beat him with relative ease, while taking very little damage.

Stray Demon

The Stray Demon is an optional boss battle you encounter upon returning to the Northern Undead Asylum. He's a stronger version of the Asylum Demon (the tutorial boss) with a heavier attack set. The boss battle does not actually begin until you run towards the center of the platform where you fought the Asylum Demon so you can run around to the left or right to avoid it. Make sure to kill the dredglings on the sides first. Once you reach a certain spot the floor collapses and the battle begins.

In terms of attacks, he still has a heavy downward swing as well as his butt-pound (where he floats into the air and then slams down). New to his skills set are two fire blast hammer swings. The first is a forward slash that makes an explosion in front of him. The second is an attack that produces an area-of-effect (AoE) circular flame in his immediate vicinity. This move is easy to predict because he lifts his hammer, spins it upside down, then plunges it into the ground. This move can be completely avoided with no damage at all by standing diagonal behind the demon's right leg. It is a precise spot that will take a few tries to find but it is there. This can help greatly in the fight because the AoE attack still causes damage when blocked. This fight is also a lot easier if fought with very light armor preferably the gold hemmed set. This demon's attacks are very slow, so the more speed you have to run away the better.

Note: If you are able to use sorcery and have the fall control spell cast it before falling and you will not take damage from falling too far.

Do not target lock once the fight begins and run directly behind him making sure not to stand too close or his blast hammer attacks will cause large amounts of damage. If you are a melee fighter use two handed weapon attacks for more damage. Try to stay behind him the duration of the battle. Wait for him to attack then run up behind him and get one or two hits in then run back. When you get too close he tends to do his butt-pound so be ready to run away when he starts to fly.

Upon defeat he drops the Titanite Slab.

Easy Win

If you have the **Bandit's Knife** or another fast weapon that causes the bleeding status, use that for an easy win against the boss. He is weak to bleeding, so if you stay behind him and wait for him to do his fire slam, then run up and do three quick slashes on his tail or butt to inflict bleeding. Then just rinse and repeat until he dies!

Taurus Demon

Boss Fight Strategy

The easiest way to kill this boss is to simply run between his legs, attack him with melee and drive him to the side of bridge, he will fall off and die and you will (hopefully) still have full health.

Watch the video below for tips and strategies for defeating the Dark Souls boss **Taurus Demon**.

At one point during the video, the player uses a jump attack on the boss from the sniper spot. You can do this multiple times. Just run across the bridge to the far end once you use the jump attack on the boss for the first time and when he chases you, run past him and climb the ladder for a second drop attack and an easy boss kill.

If the first plunging attack fails to connect, it is possible for the Taurus Demon to become stuck in the crevice between the wall and staircase in front of the ladder. Though it may stagger from time to time, it does not move. It is also possible to bounce off of the Taurus Demon during a plunging attack and fall off of the bridge.

Click this link to see the video

<http://www.ign.com/videos/2011/10/03/dark-souls-boss-strategy-w-commentary-taurus-demon>

If you are a magic or pyromancy based character, you can interweave fireball or soul arrow casts into your plan as you retreat across the bridge and prepare to launch another jump attack.

Another strategy is to two-hand the Zweihander. You need 24 str to one-hand this sword, but only 16 to use it with two hands. You'll want to get 16 str anyway because it is the requirement for the Drake sword, which is one of the best early swords you can get. You can acquire the Zweihander by fighting your way (or suicidally running) through the skeleton graveyard near Firelink Shrine. Veer towards the right as you run through and you should find rather quickly.

When using the Zweihander in the Boss Battle, the strategy is the same as above, the only difference being the dramatic increase in the damage of your jump attacks.

Acquire the firebombs in the firelink shrine and also grab the black firebombs after the first bonfire in the undead parish across the bridge the narrow bridge where enemies relentlessly bombard you with their firebombs. After you cross the bridge the building next to the stairs contains a chest with the black firebombs.

Once you reach the Taurus demon just roll backwards away from attacks and throw firebombs. It's that easy.

Another very quick way to dispose of the demon is to acquire the pine resin on your way to the boss and equip your hardest hitting weapon. Switch the weapon to two-handed once you have put the pine resin on and hack away. You can kill the demon in just a few hits.

The Four Kings

The Four Kings are located in New Londo Ruins.

Two points allowed me to beat this boss as a soul level 1 pyromancer without using pyromancy, iron flesh, or high poise armor.

(1) **The closer you are to the boss the less damage the attack will do** (not counting the two area of effect moves). Yes this is true, and it was the key point. If you are chest to chest with the boss, a hit from the sword will do about 20% of the damage it will do from even a few steps back. I don't know why this is true, but it is.

(1) Dodging the attacks: **Think of his blade as a jump rope and roll into the direction the sword comes from. The swing coming from the left, you roll left into the swing right before it would hit you, and if it comes from the right you roll to the right.** The boss also telegraphs two area of attack moves that require you to quickly roll back as fast as you can or unlock and run. Either of the two attacks are deadly. Standing closest/under the boss's sword arm makes many attacks go over your head.

When more than one king are present, strafe/roll so the one you are attacking is between you and the other bosses. This repositioning takes precedence over doing damage to the boss, as a hit from behind and from afar will likely kill a low hp character. Just stay calm and keep playing chest-to-chest jump rope with the one you are on.

Note: Killing this boss after acquiring the Lordvessel and talking to the Primordial Serpent will remove the ability to join the Darkwraith covenant. When first encountering the boss the player will only see one of the kings. Throughout the encounter the additional kings will begin to spawn and eventually overwhelm the player with their attacks.

It is recommended that the player charges the boss and wears armor with high poise (I had a lot of success using Havel's Armor) so you may continue your attacks unphased. You must attempt to burn (kill quickly) the boss down before the second King arrives. Taking a Green Blossom to keep your stamina up makes this fight much easier. Continue to burn the kings quickly as they spawn and you will be able to defeat this boss before all Four Kings overwhelm the player.

Also try bringing the pyromancy spell iron flesh into the battle. The Four Kings melee damage is quite weak but with iron flesh it becomes laughable. Run up to the Four Kings before casting, (because you become largely immobile under the effects of iron flesh) wait for an opening to cast, and then go to work. Once the effects of iron flesh are imbued on your character he will not be able to interrupt your attacks.

The Four Kings are weak to fire, making it easy to defeat using pyromancy with the spells: combustion, great combustion and fire whip. It is also recommended that the player stays as close as

possible to the king he is currently killing as their sword attack loses considerable power when standing close.

Also for characters who **can't quite take them out fast enough**, if you equip Havel's Armor (Anor Londo in a room past the fireplace's secret door) and the Crystal Halberd (Inside of a mimic left of the exit of Anor Londo's first bonfire) you can basically just mash the strike button until the king dies, heal, and repeat. Works for me even with the wimpiest characters (Maybe have enough stamina to at least do the gumpy roll). In fact Havel's shield can even absorb most of that cheap area attack and about half of the slow magic nukes they throw. It's all about equipment people.

Prepare To Die Edition

Dark Souls: Prepare To Die Edition is the new PC port of the critically acclaimed, console-based Dark Souls that thousands of PC gamers petitioned for in January. It features a bunch of new content that will also be made available for both the Xbox 360 and PlayStation 3 consoles via the Artorias of the Abyss DLC.

Click this link to see the video

<http://www.ign.com/videos/2012/05/31/dark-souls-prepare-to-die-edition-trailer>

Dark Souls director Hidetaka Miyazaki assures long-time fans that 99% of Artorias of the Abyss will be content developed after the console version's release.

PC Requirements

- **OS:** Windows XP , Windows Vista, Windows 7, or newer
- **Processor:** 2.6 GHz Dual-Core
- **Memory:** 1 GB (XP), 2GB (Vista/7)
- **Hard Disk Space:** 4 GB
- **Video Card:** 512 MB RAM, ATI Radeon 4850 or higher, NVIDIA GeForce 8800 GT or higher
- **DirectX:** 9.0c
- **Sound:** Direct Sound Compatible

RELEASE DATE

Dark Souls: Prepare To Die Edition will be released on August 24, 2012 with the console DLC following in the winter.

DLC will be released in Japan on October 25, 2012 for PlayStation 3.

The DLC will cost 1200 Microsoft Points or \$14.99 on the PlayStation Network.

NEW CONTENT

Dark Souls: Prepare to Die Edition is expected to add many hours of gameplay, which can vary from player to player.

The expansion introduces a new chapter called the Artorias of the Abyss, occurring after Sen's Fortress, in which the player must stop the spread of darkness within Lordran by defeating the Dark Knight Artorias.

This, of course, comes packed with a bunch of new things including:

- New Bosses - Artorias of Abyss, Chimera of Tomb, and more
- New Areas – Oolacile Tomb, Old Ruins and more
- New Enemies – Abyss Guard, Chained Prisoner and more

- New NPCs – Hawkeye Gough and more
- New Weapons and Armor – Equip some from the new bosses, enemies, and NPCs
- PVP Online Matchmaking System - Quick matching for co-op or PVP in an arena-style PvP

Source: Dark Souls site

PC CHANGES

While PC gamers will finally get Dark Souls, don't hold your breath for graphical improvements. Prepare To Die is a straight port from consoles and gameplay mods will not be supported with any kind of tool set due to the company's lack of experience with PC titles. FromSoftware wants to closely emulate the console experience as much as possible and as such recommends hooking up a controller to the PC, though keyboard and mouse will be supported.[1]

More details are expected to come from E3 2012.

Important NPCs

Click on a link to the left to view details:

- [Anastacia Guardian of the Firelink Shrine](#)
- [Big Hat Logan](#)
- [Crestfallen Warrior](#)
- [Dusk of Oolacile](#)
- [Gwynevere](#)
- [Kingseeker Frampt](#)
- [Knight Laurent of Carim](#)
- [Larentius of the Great Swamp](#)
- [Maneater Mildred](#)
- [Oswald the Pardoner](#)
- [Patches the Hyena](#)
- [Petrus of Thorolund](#)
- [Quelaana the Witch of Izalith](#)
- [Siegmeier of Catarina](#)
- [Solaire of Astoria](#)
- [Snuggly the Crow](#)

Anastacia of Astora, Firelink Shrine Firekeeper

Trapped in a cell underneath the Firelink Shrine bonfire, Anastacia does not speak when initially met in the game. She is, however, the first person who can upgrade Estus Flasks for you for a Firekeeper's Soul.

After rescuing Lautrec (NPC in the gold armour) from the Undead Parish, when you make your way into the depths, Lautrec will take this time to kill Anastacia. Her souls will be able to be picked up, and you will receive a Dingy clothes set, and the Black Eye Orb.

In the room just before Smough and Ornstein the Black Eye Orb will begin to vibrate. Use the Black Eye Orb to invade Lautrec's world, to kill him and two other NPCs. Upon killing them, you will loot (among other things) Anastacia's Firekeeper's soul.

She can be brought back from the dead with this, or it can be used to upgrade your Estus Flasks by +1 from another NPC

.WARNING**** If you choose to upgrade your Estus Flask by another NPC instead of bringing Anastacia back to life your fire at Firelink Shrine will no longer be lit for the duration of the game.

After she is brought back, she will speak, but still not say much.

- add text lines later*

Big Hat Logan

Big Hat Logan gets his nickname from the "big hat" that covers his head and face. Big Hat Logan is trapped in **Sen's Fortress** and sells powerful sorceries when freed.

While traversing Sen's Fortress look for a Snake warrior that is taking his pumpkin juice break leaning on a wall. From this point keep working through the fortress until a way to change the direction of boulders can be found. Once there, turn the handle until the boulders are rolling right at that lazy good for nothing, sorry excuse for a snake warrior, slacker. The boulder will roll through the snake man (though it takes about 4 boulders to kill him. He may be lazy but he's not weak) and breaks the wall he's resting on. Travel to the new hole in the wall and Big Hat Logan is in a cage to the right. But the cage is locked of course. Keep traveling through Sen's Fortress' many perilous platforming stages until you are outside. Once outside go left and keep working your way up until you come to a catwalk that has a gap to the left and you can see the golem dropping boulders in front of you. Stay on the left portion of the catwalk and get a running start jumping as you come to the edge of the gap. Run into the tower and you will see the **Crestfallen Merchant** to the right as you enter. Find some descending stairs opposite of the merchant. Keep going down until you come to a bridge with a snake shaman hurrling lightning at you. Kill the shaman and continue to the end of the bridge and loot the corpse of his cage key.

After opening the cage to Big Hat Logan's cell he will tell you to meet him at Firelink Shrine. If you are taking the elevator from the Undead Parish head left as soon as you see the bonfire. Big Hat Logan is sitting to the left ready to sell you sorceries.

He can be encountered again in the Duke's Archives in the prison area near the Octopus-headed snake things. He will ask for the player to free him. Progress through the Dukes archives as normal and be sure to explore all of the area's once you open the shortcut to the crystal caves. The key to again rescue logan will be in a room behind the bookcase shortcut you open right before the crystal cave.

Note: When I saved Big Hat Logan in Sens Fortress and he went back to Firelink Shrine, I couldn't buy anything from him. I think it has to do something with your current Intelligence, Faith, and maybe Attunement levels (need to confirm), mine are all at level 12.

Finishing Big Hat Logan Quest Line

After you free Big Hat Logan from the Dukes Archives, he will be where the chest containing his cell key was. He will sell powerful crystal magics, but be acting a bit strange. After you have defeated seath, buy up ALL the magics he sells and he will start raving madly. Quit your game and reload until he dissapears and head back to where you fought seath the first time.(Up the elevator) Logan will be waiting for you in his underwear clearly hollowed; kill him and you will recieve his hat, a catalyst, and a very powerful spell called white dragons breath. There will also be a chest in the center of the room if you have not returned here since defeating seath. Now head back to the room you bought magics from Logan in and quit and reload one last time. Another chest will appear containing Logans catalyst and Logans armor. Enjoy all your new loot!

If you kill Logan when he is in the archives he drops the most powerful staff in the game, tin crystallization catalyst. He also drops the spell white dragon breath, which can only be aquired from killing Logan.

Crestfallen Warrior

This is the first friendly npc the player will encounter in Firelink Shrine. He will give the first hints of where the player is to go, and the new happenings of Firelink Shrine (when NPCs come and leave).

Once both bells of awakening are rung, he will complain about Kingseeker Frampt's breath, snoring, etc. and say he needs to do something about it. He will then go hollow and appear in the New Londo Ruins. Killing him gains 1000 souls. As a hollow he will appear near the bridge at New Londo Ruins, far before the ghosts. You will have plenty of space to fight him.

Dusk of Oolacile

Dusk of Oolacile is a sorceress from the land of Oolacile. Once freed, she can teach a gesture, as well as sell a couple of fantastic items.

She is located in Darkroot Basin, to the left of the Hydra. While the area in front of the Hydra has a drop of ledge, and some distance away from the left cliff edge does too, there should be no concern to falling off on the way, as it seems to extend quite far out.

She is trapped in a golden golem, similar to the blue ones that are encountered before the Hydra, just much stronger. The AoE attack is different, in that as opposed to being circular, it is an oval, stretching sideways from where the golem strikes. Being careful not to roll beside the golem when this happens, and keeping your shield and stamina up should make this an easy fight.

Once this golem is defeated she is freed, and offers assistance if you choose. She says she will place her sign, and to call upon the sign if you wish to speak to her. Her sign is right in front of where the Hydra is located, and you summon her by activating it. This does not require to be in human form, however, I was unable to locate the sign until I quit and came back later, without even having left Darkroot Basin.

The two biggest items that she sells are a Repair sorcery spell, that fully repairs equipped weapons and armor(although it did not repair my shield, it did repair every other item that I had equipped) and an Oolacile Ivory Catalyst. The catalyst, while lowering the INT bonus from A to C, has greatly increased MagAdjust stat, which increased my sorcery damage by at least two fold, over a standard catalyst and the Tin Banishment Catalyst.

The other spells sold relate to sneaking and hiding, including a Chameleon spell, a right weapon invisibility spell, and a general invisibility spell.

Kingseeker Frampt

An NPC that appears in the Firelink Shrine area after ringing the second bell. He is located beneath Snuggly the Crow, in the previously shallow water filled area, which is now drained of water.

He is very useful, in that he will allow you to trade in items for souls, as well as break larger titanite pieces into smaller ones.

Most armor trades in for 100 souls, and most standard weapons trade in for 50 or 100. Some other items are only good for 3 or 4 souls, while others are good for 8,000 or more, depending on the rarity.

Tips & Tricks

Dung Pie trade in at a great rate, so they provide a good source of money after collecting them for so long. *Unconfirmed: Supposedly there is an NPC that you can purchase them from, that sells them to you for the same rate that you can sell to Frampt, effectively allowing you "bank" souls.*

Wooden Arrows also sell for the same amount at which you buy them, so it is possible to store souls in another item, albeit in smaller total amounts.

Most Souls(the minor ones at least) trade in for 500 souls, regardless of how many you would get for using them. So save all the small souls you get, since every 200 souls, you could sell for 500. Just be careful of which souls you are selling, it would suck to sell a 1000 for only 500.

If anyone knows of any other tricks that can be done, feel free to add below.

Effortless Souls

This trick is rather slow but there is no chance of accidental death and loss of souls. All you have to have is the 2nd bell rung and the Cat Covenant Ring (obtained by joining the forest hunter covenant). simply feed the ring to Kingseeker Frampt and then quit the game and re-load... Al'ah trading to snuggly the crow. there is a chest behind kingseeker your ring will be in there over and over again. slow but steady 1k souls every 60 seconds.

Knight Laurantec of Carim

Found upstairs in the Undead Parish, past an obscured door you must break through. Very similar to Yurt, The Silent Chief, found in 3-2(?) in Demons Souls. Unlike Yurt, however, he kills only one important NPC, and you can't free him, he'll free himself at some point after defeating the gargoyles. Either way you'll find him in the Firelink Shrine waiting in front of Anastacia. If you did free and talk to him, he'll give you a Sunlight Medal as a reward.

If you don't kill him, when you enter the depths, he'll kill Anastacia and steal her soul, causing the bonfire there to turn off. You'll find in her body a Black Eye Orb, which you can use to find Lautrec. The Black Eye Orb will vibrate in the big room outside of Ornstein and Smough boss room in Anor Londo, suggesting that Lautrec is near. You can then use the orb to invade Lautrec's realm and fight him along with his comrades to regain Anastacia's soul. After defeating him you will find a corpse outside the chamber of the princess in Anor Londo containing his entire suit of armor (he must have been killed in his own realm to gain his armour). Returning Anastacia's soul to her body in Firelink Shrine will revive her and relight the bonfire there, but little else gained.

If you decide to defeat him BEFORE Anastacia is killed, he is non-hostile to begin with. When killed he yields a very valuable ring which increases HP, endurance and equip burden by 20%. He has a very slow attack, so roll and continually back up. Take your time and bring lots of Estus.

When he pulls a dagger it is a riposte stance, so DO NOT attack normally. Instead, use the jumping R2 attack which shouldn't be parried. Firebombs can also be useful as he does not charge much. Spells might make it an easy fight. Also, sometimes his sickles seem to tear through guard, so it's usually better to make him miss, than to try to block.

Alternatively, Laurantec can be bested by having him roll off a cliff. Kick him from his starting point, in the Undead Parish, as if you were heading to Andre, the Blacksmith. Once outside of the church head towards the small set of stairs and you will see your cliffside. Keep your shield up, watch your footing, and Laurantec will soon do a roll, which you can sidestep. Once he falls to his demise reload your game, head back to his prison cell, and pick up the ring and the humanity.

NOTE: *If you kill him BEFORE he kills Anastacia, you will be missing out on an EXTREMELY valuable Firekeeper Soul. This means instead of getting your estus to +7 in your first playthrough, you will only get +6.*

Laurantec will be available for summon for the Gaping Dragon fight, as long as you do not kill him after releasing him from his cell, nor head to Anor Londo and invade his world and kill him (through the Valley of the Drakes with the master key, to Blighttown and the second bell).

Maneater Mildred

Found in Blightown, left of the elevator (waterwheel) shortcut, in the area of one of the abominations. Must be in Human form; she will begin attacking on sight and doesn't appear to be slowed by the swamp.

She must be killed prior to killing Quelaag, else she will not show up.

Drops Butcher Knife weapon and 3 Humanity items. Killing her will increase your humanity by +1.

After killing her, she is available for summon against Quelaag just prior to entering Quelaag's fog gate.

Oswald the Pardoner

Oswald appears on the bottom floor of the Undead Parrish Bell Tower after the Bell of Awakening has been rung.

He sells a variety of items, including the Book of the Guilty, but is particularly notable for his 3000 soul curse removal item, which is half the standard price.

Oswald can also "Pardon" you if you have sinned (broken your covenant) for the cost of your current soul level x 2000. (A soul level of 30 would make the cost 60,000 souls.)

If you have hit an NPC by mistake and do not want to kill them then seek out Oswald and "Request Absolution". Once you have requested absolution and been pardoned NPC characters will no longer try to kill you or curse your name when you are near them.

NOTE: Once an NPC has been killed, that NPC will not return even if you have been pardoned.

Patches the Hyena

Encounters

Catacombs: In front of the lever for the spiked-bridge. He'll pull the lever, making it impossible for you to cross the bridge again. Speak to him again, he'll ask if you're a cleric. Answer with "no" to avoid him getting hostile. Then proceed to finish off the Pinwheel boss in the catacombs to make patches change location.

Tomb of Giants: He appears soon after the first bonfire you encounter. He will talk to you and push you down a hole (again!)

After you have been tricked, talk to him and he will ask you if you are a Priest. If you say yes he will become hostile, so answer "no".

Even before being tricked, if you answer "no" to his question he will still trigger the bridge while you are on it. He only does this once so you don't have to off him in order to proceed.

Getting pushed into the hole in the Tomb of Giants is actually favorable to you as that is where you get your skull lantern, so forgive poor patches and praise the sun that you have an item that makes it easier to see more than a foot in front of you.

Proceed to defeat Nito after obtaining the Lordvessel, and Patches will change his location to the Firelink Shrine (near the primordial serpent towards the graveyard,) where he will sell you a variety of useful items (see below.)

Summoning

Drops

2000 souls
4x humanity

Sells - Cost:

Eye of Death - 3,000
Divine Blessing - 20,000
Prism Stone - 10
Humanity - 10,000
Twin Humanities - 20,000

Heal - 5,000

Great Heal Excerpt - 10,000

Crescent Axe - 10,000

Mace - 3,000

Canvas Talisman - 1,000

Thorolund Talisman - 5,000

Mask of the Father - 8,000

Mask of the Mother - 8,000

Mask of the Child - 8,000

Cleric Helm - 5,000

Cleric Armor - 7,000

Cleric Gauntlets - 5,000

Cleric Leggings - 5,000

Petrus of Thorolund

Petrus of Thorolund is located in the Firelink Shrine. After talking to him twice you will receive a copper coin and he will open shop. You can join the Way of the White Covenant, buy items, learn miracles, and learn a gesture. He will disappear shortly after his guests arrive (this is triggered when you leave firelink shrine after talking to is guests), he will later reappear saying he has failed his quest.

Items	Souls
Great Heal Excerpt	10000
Homeward	8000
Force	4000
Seek Guidance	2000
Heal	4000
Talisman	1000
Thorolund Talisman	5000
Gesture: Shrug	Free

Quelana the Witch of Izalith

Quelana is the last of the pyromancer trainers found in Dark souls. She teaches advanced pyromancy spells and the conditions of her appearance haven't been completely confirmed.

From what I can tell you, she is located in Blighttown near a stone pillar in the swamp. Leave the second bonfire and head out towards Quelaag's lair. You will notice an ogre type thing throwing rocks from the beach directly across from you. Head right at him, and you will come across two stone support beams for the bridge above. If you meet the correct conditions, she will appear sitting next to the right most support beam.

Like I said before, the conditions of her arrival aren't very clear(oh, dark souls!) but I can somewhat speculate as to what it takes to make her appear. First, make sure you have killed Quelaag. I have not heard of anyone seeing her before this boss was killed. Second, take a trip down and investigate the Chaos covenant(located near Demon Ruins entrance, destroy the fake wall). I don't think you need to join to make her appear(I did) but this seems to be one of the conditions. Lastly, make sure your pyromancy flame is at least +7. I'm not sure why, but it seems she wont appear if it is any lower. There is another possible condition involving Laurentius(the first trainer) but I can't confirm or deny that it works, only that I did it and it lead to Quelana appearing. If you return and talk to him after joining the Chaos covenant, he will ask you about your newfound spells. Answer "yes" to tell him where you found it and he will take off for Blighttown. Head back down there and you will find him directly across from the second bonfire as a hollow. He will attack. Kill him and this may allow Quelana to appear.

If you have met the aforementioned criteria, she should appear by the stone pillar. This isn't always the case, which is why this NPC is such a mystery. I was successful, and I hope you all are as well. When encountered she will teach you a plethora of powerful pyromancy skills(including the great firestorm from DS, yes!) and offer to "ascend" your flame once it reaches +15. She also offers a mission of her own, but im not too sure on the reward(probably an incredible spell).

Added by UTgasman

Quelana was there prior to me taking on the boss (Quelaag). I entered the large area from the Depths entrance to Blighttown. I was hollowed upon entering the area, but used humanity at the bonfire in the large area to reverse hollowing. Upon entering the large area after reversing hollowing I was invaded by BP Maneater Milfred, who I killed. I then worked my way to the pillars and saw Quelana sitting there (she actually surprised me and I'm glad I didn't swing at her!). I also didn't do anything related to the covenant as mentioned above. Note: I was playing offline mode on XBOX 360.

Added by Getus

Quelana appeared after Quelaag's death, and only while I was human. But appeared while I was hollowed afterwards. Initaly, she sells Firestorm, but after speaking with her with the Lord Vessel, she will request the player kills The Bed of Chaos (her father). If the player received this quest, Quelana

should be there upon returning after slaying the Bed of Chaos to award the Fire Tempest skill (upgraded version of Fire Storm, and needed for the Trophy).

Added by Lsd4real

the real deal is this just be alive and have your pyroflame a +10 or higher max is +15 then quelana will show up near (quelaag's nest still in the swamp by two stone pillars she will be wearing a blueish cloak an sitting in a pray pose)

Siegmeyer of Catarina

Siegmeyer of Catarina is an NPC wearing the onion armor waiting for someone to open the gate outside of **Sen's Fortress**. Once the gate is opened he moves to an area in Sen's Fortress that he can't pass due to the rolling giant steel balls. Once the player has diverted the steel balls to another path Siegmeyer leaves that location. The next location he shows up is in a tower in **Anor Londo**. He speaks of killing 3 to 5 Silver Knights. If the player destroys 3 silver knights in the room next to him he gives the **Tiny Being's Ring**. Next Siegmeyer will travel to Firelink Shrine. He will ask if you were the one that opened the the gate at Sen's Fortress. The dialog menu asking to answer yes or no pops up. If you say yes he gives you the miracle Emit Force. But, he does get excited and tells you that his next adventure is somewhere down below. While traveling through the bottom of Blighttown he is near the base of the tree that leads to a path that goes to The Great Hollow. He will tell you his sad story about being out of Purple Moss Clumps and ask if you have any. If you give him 3 Purple Moss Clumps he gives the Pierce Shield in return.

In the area before the Crystal Cave you will free his daughter. She will ask "Have you seen my father?", say yes. She will return to firelink looking for him, talk to her again and she will ask the same question, answer the same way. When you are in Lost Izalith make sure you explore everything. There will be a section where the floor gives out and Siegmeyer is yet again trapped with you. There will be several monsters below you in seemingly the only exit from the place.

Options:

1. (Recommended) Jump down the hole, kill all the monsters except one, make your way back to Siegmeyer, then speak with him. He will jump down the hole and you follow him to kill the last one together (note: if you kill them all, he won't be impressed). Make sure his health is >50%. This will cause his daughter to eventually find him, and make their way back to either Firelink Shrine or Ash Lake (first) bonfire. You will receive a Titanite Slab for this. You will have to kill him and his daughter for his ring.
2. Send him down the hole without killing the monsters, eventually he will kill them all. Jump down, and speak with him afterwards. He will say that he did his best, and then die. This will occur when he is <50% health (which happens if you just leave him down there on normal NG). When he dies during the conversation, you will receive his ring. His daughter 'should' reappear at the Ash Lake bonfire to give you a titanite slab, but cry.
3. Jump down and kill all of the monsters yourself. This will cause him to believe that he is weak, and after speaking with him after the monsters are dead, he will give you his ring. He will not be seen again.

Snuggly the Crow

Snuggly the Crow is located on a ledge to the left when revisiting the Northern Undead Asylum. He trades you items from particular items that are dropped in his nest. Once the exchange has been made he will not take that item again and request to be given something different. To make the exchange simply drop the item, quit and reload the save.

Drop Item	Snuggly gives
Bloodred Moss Clump	Twinkling Titanite
Purple Moss Clump	Twinkling Titanite
Blooming Purple Moss Clump	Twinkling Titanite x2
Cracked Red Eye Orb	Purging Stone x2
Prism Stone	Demon Titanite
Rubbish	Titanite Chunk
Dried Finger	Blue Titanite Chunk
Dung Pie	Demon Titanite (REALLY)
Egg Vermifuge	Dragon Scale
Humanity	Ring of Sacrifice
Pyromancy Flame	Red Titanite Chunk
Twin Humanities	Rare Ring of Sacrifice
Skull Lantern	Ring of Fog
Sunlight Maggot	Old Witch's Ring
Sunlight Medal	White Titanite Chunk
Xanthous Crown	Ring of Favor and Protection

Solaire of Astoria

A friendly knight standing at the end of the bridge opposite to the red dragon admiring the sun. If you talk to him, he'll give you the White Sign Soap stone, which can be used to be summoned and help another player beat a boss.

If you are wise enough not to attack him or kill him, He'll help you fight the Bell Gargoyles and the Gaping Dragon. He'll also help you fight Smough and Ornstein in Anor Londo, the Centipede Demon in Demon Ruins.

If your faith is 50 or higher, he'll invite you to join his covenant.

He will appear later in the game at Lake Izalith, still babbling about becoming the sun. In the area where you receive the sunlight maggot, you will find him yet again with the sunlight maggot on his head clearly hollowed. Killing him yields nothing special, but killing the bug behind him will give you the sunlight maggot helm. (Yields light so you don't need to carry the skull lantern in the Tomb of Giants)

If you are at least rank 2 with the Chaos Servant Covenant you can take a short cut to Lost Izalith just before you fight the Demon Firesage. If you've talked to Solaire at the Altar of Sun behind the dragon he will spawn along this shortcut. If you kill all 9 of the chaos bugs along the way he will NOT become hollow and can be found back down the path a little ways. He will be very depressed and talking to him here enables him to be summoned for the final boss in the game. Note that you have to kill all 9 of the bugs before you see the Lost Izalith pop up on the screen or he will become hollow no matter what. Also if you happen to die anywhere in LI and take the shortcut back you do not need to kill the bugs again and there will only be 8.

Solaire the helper

Even if you don't talk to Solaire in your first walkthrough, he will be there to assist you in boss fights. Also take note that after defeating the boss (with Solaire still alive, he'll give you a sunlight medal).

List of bosses that Solaire will help you fight: (even if you don't have the white sign soapstone...

- 1.) Bell Gargoyles (Undead Parish)
- 2.) Gaping Dragon (The Depths)
- 3.) Smough and Ornstein (Anor Londo)
- 4.) Centipede Demon (Demon Ruins)
- 5.) Gwyn Lord of Cinder (Kiln of the First Flame) --- this still needs confirmation though, I'll update once assured.

solaire glitch

In your next playthrough (if you happen to talk to him in your first playthrough and acquire the Whitesign Soapstone), once you talk to Solaire. He'll be repeating what he says twice. Just because you already have the Whitesign Soapstone (you are unable to drop this item). I even tried talking to him again with the Whitesign soapstone stored in the bottomless box, and he still says the same thing.

Tips:

Solaire shield (sunlight shield) is what I recommend highly to those normal shield users. It is the best when it comes to the shield category (not in the light shield or even the greatshields, shield only). Why? Because once maxed to +15 (the highest level of a normal upgrade. It has a stability of 85! 3 points less than the normal greatshield of Artorias which is 88. And 1 point higher than the lightest Greatshield (the Eagle Shield +15) which only has stability of 84.

Covenants

Various pacts with powerful NPCs which may bestow your character with different abilities, powers, or items.

- Blade of the Darkmoon
- Chaos Servant
- Darkwraith
- Forest Hunter
- Gravelord Servant
- Path of the Dragon
- Princess's Guard
- Warrior of Sunlight
- Way of White

Blade of the Darkmoon

You get this opportunity late in the game. The Blade of the Darkmoon's primary objective is to assassinate other players who have broken their covenant (or had their sins reported by an Indictment by other players after invading their worlds) by using a list of names along with the severity of their sins found in the Book of Guilty item.

To join this covenant, you must visit the Catacombs and pick up the Darkmoon Seance Ring. It can be found in the coffin behind the Titanite Demon. You must also have access to Anor Londo and its second bonfire (further into the zone than the first stop).

- Go to Anore Londo's Second Bonfire.
- Equip the Darkmoon Seance Ring.
- The nearby statue will vanish, go through the opening and reach the fog, but do not enter.
- You will be prompted to kneel, no gesture needed.
- You will receive the Darkmoon Blade Covenant Ring and a Blue Eye Orb that you can use for invade worlds of the guilty as a spirit of vengeance.

Note: If you have previously joined a covenant, you will still be able to join the Blade of the Darkmoon, but you have to leave your current covenant to join. You also won't have to pay the priest for leaving your previous covenant to join this covenant.

Note: If you enter the fog you will no longer be able to join the covenant. Also the firekeeper will become hostile in Anore Londo.

Note: if you have attacked Gwynevere causing Anore Londo to go into darkness you cant join the covenant (please confirm). Players have successfully attacked Gwynevere, absolved themselves of sin in the bell tower, then rejoined the Darkmoon.

Covenant Perks

Darkmoon Blade Covenant Ring

This item is gained by joining the Darkmoon Blade covenant. This ring can be equipped, and if there are players who are at a similar Soul Level to you, you will be summoned into their sunlight-less Anor Londo as a dark phantom even if you are not in the area. The host will not receive a message warning them of an invader, thus giving the intruder an advantage. If the invader successfully kills the host, they will be sent back and will be rewarded with a Souvenir of Reprisal. If the host manages to kill the invader, the host is awarded souls. You must be part of the Darkmoon Blade covenant for the ring's effect to occur.

Rank Requirements

Blade of the Darkmoon requires Souvenir of Reprisal to level your rank. This drops from people you kill that are listed in the Book of the Guilty.

- Rank 1 [+10 Talismans] - Darkmoon Talisman & Darkmoon Blade (Miracle)
- Rank 2 [+30 Talismans] - N/A
- Rank 3 [+80 Talismans] - N/A

Chaos Servant

This covenant may be called on after defeating Quelaag the Chaos Witch past Blighttown. After you've rung the second bell, there is a spiral staircase leading to the Demon Ruins and another boss, Ceaseless Discharge.

Before going to the red tunnel toward the Demon Ruins, there is a false wall to your right at the bottom of the stairs.

Once you destroy the false wall, you may follow the secret passageway to a monstrous NPC with egg-sacs on its back; speak with (do not fight) it and then speak with the albino spider behind this monster to join.

Covenant Perks

Great Chaos Fireball

You gain this pyromantic spell upon joining. You may increase your potency with it by giving the Daughter of Chaos points of Humanity.

10 humanity for rank 1

30 humanity for rank 2, earn pyromancy Chaos Storm and shortcut to Lost Izalith

80 humanity for rank 3

Darkwraith

A hidden covenant. You get it by speaking to the "Absolute Darkness" that wishes to engulf this world. It's nice to have this covenant because you apparently do not have to fight a more difficult boss in the game. Apparently when you join the covenant, you receive a shield/weapon called Dark Hand which is the key objective in this covenant.

The Dark Hand can be used to steal humanity from other players. By stealing humanity from players, you increase the player's covenant level. When you get 10 (+1 level), you will obtain a Red Eye Orb. When you get 30 (+2 level), you obtain the Dark Sword and Dark Armor. There is no reward for 80 (+3 level), but your R2 ability to steal humanities with the Dark Hand will increase in strength.

Joining Darkwraith covenant:

- Joining the Darkwraith covenant requires you to gain the Covenant of Artorias ring, which says 'Traverse the Abyss', from the Great Wolf Sif.
- You can enter the abyss with the ring at New Londo Ruins. There you will be able to fight the four kings.
- Branching path:
 - Path A - Obtain Lordvessel but don't talk to Frampt, you can proceed through New Londo normally and don't need to kill Ingrid.
 - Path B - You must defeat the Four Kings BEFORE obtaining the Lordvessel. If you don't you will not be able to join Darkwraith for the rest of the current playthrough. You MUST also kill Ingward to join. (The NPC in the Ruins of New Londo wearing the Crimson Armor set) to get the key to open the gate to fight the four kings. Because you need to kill the Four Kings before the Lord Vessel is obtained.

When you have defeated the Four Kings, primordial serpent Darkstalker Kaathe will appear just after the bonfire. Speaking with him will let you join the covenant.

Forest Hunter

Reaching the leader of this covenant "Alvina" can be done through two different routes in the [Darkroot Gardens](#). After entering Darkroot Garden go right and down the cliff into Darkroot Basin until there is a larger stretch of land on the left. There are four crystal enemies on the land and a Hydra in the lake. Continue down the patch and into lake making sure to stay to the left as going right will lead to deep water and death. After the waterfall there is a ladder. Continue going up. If you see a giant fog gate then head the opposite direction until you find some ruins. [Alvina](#) is perched in a window to the right. Don't attack her.

Purchase the [Crest of Artorias](#) from the blacksmith in Undead Parish for 20,000 souls. Head to Darkroot Garden and keep left making sure not to fall off the ledges. The crest goes to the giant door with the bright glowing white light. Also, it would be wise to hit the wall to the left of the door revealing a bonfire. From the giant door go keep left until there is a cliff and some ruins. Enter the ruins and Alvina is perched to the left. Alvina gives the player the [Cat Covenant Ring](#). When the player wears the ring he or she can be summoned at any time from any place in the world to clear the area between the Crest doors and the ruins of any human players.

Alvina can summon up to three player phantoms to hunt down one human intruder. So it's safer to be hollowed when entering this area. Even if the human player succeeds in destroying the invading phantoms, Alvina can continue to send phantoms back to back keeping the fog gates up and not allowing the player to leave the area.

Note: There will be brief moments that the fog gates will go away between invaders.

The enemies in this area give 1000-3000 souls so it's a great place to soul farm. Three of the enemies do not return after they have been dispatched. There are no ghosts in this area. The three translucent enemies cannot be target locked. They are not ghosts. They are NPCs wearing the Ring of Fog. If the player joins the [Forest Hunter Covenant](#) then killing these NPCs breaks the covenant. Careful hanging out here while not summoned NPC's may accidentally die for no reason and cause the covenant to break.(bug) (Quitting the game and reloading your save right after speaking to Alvina may help avoid this bug)

Note: The Treants and mushroom adults and kids can be attacked as this will not break the covenant.

Killing enemy players that don't belong to the covenant will result in you gaining a reward of sorts.

You receive an item from Alvina twice, a Divine Blessing for your first kill, and a [Ring of Fog](#) for your 3rd kill. For the 5th kill, she will tell you about the Great Wolf, Sif.

To receive a reward, you must defeat the player you are summoned to kill. Once the trespasser has been slain, you earn a random shard and receive a portion of the defeated player's souls. (You don't need to land the killing blow, just be in the instance.)

pengunkey:Xbox 360 - In my experience so far, I have been in the instance of someone being killed, and have actually killed another. I did not receive a shard for either, in fact I got rubbish.

Imp1zzle: Xbox 360 - Everytime that I have been summoned, I can confirm I've received a random shard and a number of souls. I tend to find I actually get less souls when I don't land the killing blow though.

Gravelord Servant

This covenant is probably best for "Faith" character builds. To activate this covenant, identify and travel to the room with the Titanite Demon in the area with the Crypts. One of the coffins will be uniquely "out of place" and empty. Examine and enter this particular coffin to start your side mission. (Requires an Eye of Death.) Speak, and create your covenant, with Gravelord Nito and you will receive the covenant's awards.

To improve this covenant, offer Nito Eye of Death. A few are located behind the Titanite Demon, as well as rare drops from enemy Frogs in The Depths.

Covenant Perks

Gravelord Sword

Earned upon joining

A Curved Greatsword with a high base attack (225 phys) and adds Toxic damage (Phys attack rises to 398 at +5)

Its two-handed alternate attack, is a thrusting attack that deals massive Toxic damage and inflicts the toxic state on 99% of all players in PvP

Gravelord Sword Dance

Earned upon joining

A Miracle which allows you to create an area of effect (AOE) attack consisting of swords. Improving your pact with Gravelord Nito will increase the Miracles performance. (Effect looks like a small version of the weapon acquired on joining.

Gravelord Greatsword Dance

Earned with Gravelord Servant+1

A Miracle which allows you to create an area of effect (AOE) attack consisting of greatswords. (Larger AOE and damage, effect looks like the weapon received upon joining)

Gravelord Soul Sigil

Using an Eye of Death creates a sigil in other player's worlds (up to three), and black phantom enemies will invade the other worlds. While this sigil is in effect, all affected players (up to four) may invade the Gravelord's world and attempt to slay him. If the players die while the sigil is active, he/she will lose half of their current souls.

Covenant Ranks

Gravelord Servant+1 = 10 Eyes of Death

Gravelord Servant+2 = 30 Eyes of Death

Gravelord Servant+3 = ??? Eyes of Death

Path of the Dragon

This covenant is formed with the Ancient Stone Dragon. With this agreement, your goal is to invade people with the items called Dragon Scales. Once you defeat those players, you take their booty (including Dragon Scales, if they belong to the same covenant).

Go to the swamp at the edge of Blight Town. If you are at the entrance of Quelagg's Lair, head towards your right. If you are approaching the swamp area from the another direction (from The Valley of the Drakes, you may need to go left. You will encounter large leech and pill bug enemies as you make progress towards the Ancient Stone Dragon. When you encounter a large, long plant root (which serves as a bridge of sorts), destroy the fake wall at the dead end to access a secret area with a treasure chest.

Go behind the treasure chest and destroy another false wall. You should enter an area called The Great Hollow. Proceed past the Basilisk enemies and Mushroom Men. The bottom of this area is labelled Ash Lake. Cross over the sandbars to the "final" arboreal structure. By kneeling (praying) before the Ancient Stone Dragon, you will have a chance to activate this covenant.

Note that cutting off the Ancient Stone Dragon's tail will give you the Dragon Greatsword, and does not affect your covenant or standing with the entity.

Covenant Perks

Dragon Head Stone

Wear this item when you do not equip a helmet to allow your character to spout dragon breath. Offering Dragon Scales to the covenant deity will increase its potency, damage rating, and effectiveness.

You may gain Dragon Scales from defeating other players who follow the Path of the Dragon, from Dragons, and from trading an Egg Vermifuge to Snuggly (the last done once per playthrough). Laying down your Dragon Eye will allow other covenant members to summon you so you may partake in a Player vs Player battle. The winner gains a Dragon Scale and souls, but the vanquished does not seem to lose anything.

Princess's Guard

Gwyn's daughter Gwynevere will ask the player to perform an extra task for her after defeating Ornstein and Smough in Anor Londo. Gwynevere will give you the Lordvessel item even if you do not join this covenant. Simply speak with her after the two battles to join.

Covenant Perks

Matching

Every player that is in this covenant can find each other's soul signs more easily.

Sun Princess Ring

You will receive the Sun Princess Ring for joining.

Bountiful Sunlight and Miracle

Soothing Sunlight become available through Piscaca.

Warrior of Sunlight

This covenant is related to Solaire of Astoria. The purpose of this agreement is to facilitate cooperative play. As a member of this covenant, your character and soul sigil will be gold instead of white.

Join this covenant by meeting the Faith requirement of 50 or 25 with the 1.5 patch. Additionally, each host you successfully assist in defeating a boss as a White Phantom, the Faith requisite will decrease by 5. So, if you help four hosting players defeat their bosses (successfully), your character only needs 30 Faith to join.

Locate, and travel to, the Broken Altar near the bonfire under the Hellkite Dragon of the Undead Parish and pray to the altar. If you meet the requirements, you will have the option to enter this covenant.

Covenant Perks

Sunlight Medal

For each boss successfully cooperatively defeated, every member in that party will receive a Sunlight Medal. By offering Sunlight Medals to the Broken Altar in the Undead Parish, you will be able to rank up.

Way of White

Talk to Petrus of Thorolund at Firelink Shrine and then speak to Rhea of Thorolund after saving her in the Tomb of the Giants in the Church of the Undead Parish.

Convenant Perks

Matching

You have a higher chance to get matched with players in the following Covenants:

- Way of White
- Princess's Guard
- Warrior of Sunlight

Merchants and Blacksmiths

- ○ ■ Note: Do NOT kill merchants or blacksmiths. Some items are only available to buy from some specific merchants!

Throughout the game, you will encounter special NPCs who will offer their services to you. Each of them offer different services and expertise. These NPCs are commonly known as merchants and blacksmiths.

Merchants

- Undead Male Merchant
- Undead Female Merchant
- Crestfallen Merchant
- Petrus of Thorolund
- Oswald the Pardoner
- Laurentius of the Great Swamp
- Griggs of Vinheim
- Dusk of Oolacile
- Patches the Hyena
- Shiva of the East
- Domhnall of Zena
- Snuggly the Crow

Blacksmiths

- Rickert of Vinheim
- Blacksmith Andrei
- Giant Blacksmith
- Blacksmith Vamos

Merchants

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- Undead Male Merchant
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- Griggs of Vinheim
- Dusk of Oolacile
- Patches the Hyena
- Shiva of the East
- Domhnall of Zena
- Snuggly the Crow
- Big Hat Logan

Undead Male Merchant

The Undead Male Merchant sells basic items and equipment. Excellent beginner's weapon and armor to upgrade to.

Location

He is found on a porch ledge area in a building right by the first bonfire in Undead Burg. The roof area of the building is guarded by two Hollow Knights who carry spear and shield; the access way is blocked by wooden boxes. After clearing the boxes and descending the stairs, the merchant is located outside the door on the left.

Drops

The merchant will drop a Residence Key, a Humanity, an Orange Guidance Soapstone, and an Uchigatana if he is killed.

Merchandise

Name	Info	Price
Items		
Repair Powder	Repairs weapon equipped in right hand	500
Throwing Knife	Projectile weapon that deals minor damage	10
Firebomb	Projectile weapon that deals fire damage upon impact	50
Lloyd's Talisman	Prevents Estus Flask use within a limited area and time	500
Orange Guidance Soapstone	Allows player to write, read, and rate messages for online play. Single purchase for infinite use	100
Keys		
Repairbox	Repairs weapon and armor at bonfire. Single purchase for infinite use	3000
Residence Key	Opens door in Lower Undead Burg	1000
Weapons		
Dagger		300
Shortsword		600
Scimitar		600
Rapier		600
Hand Axe		450
Club		150
Reinforced Club		350
Spear		600

Short Bow	1000
East-West Shield	400
Small Leather Shield	600
Buckler	800
Leather Shield	800
Heater Shield	1000
Warrior's Round Shield	800

Ammo

Standard Arrow	10
Large Arrow	50
Wooden Arrow	3
Standard Bolt	30
Heavy Bolt	100
Wood Bolt	10

Armor

Chain Helm	500
Chain Armor	800
Leather Gauntlets	500
Chain Leggings	500

Undead Female Merchant

The Undead Female Merchant sells items that specializes mainly in poison and curse effects.

Location

She is found in the aqueduct tunnel that links Firelink Shrine, Undead Burg, and The Depths behind bars at the tunnel end closest to The Depths. The other end of the tunnel contains a Plague Rat and an item corpse with an entryway leading to Firelink Shrine.

Drops

The merchant will drop only 60 souls if she is killed.

Merchandise

Name	Info	Price
Items		
Bloodred Moss Clump	Removes bleeding accumulation	300
Purple Moss Clump	Removes poison accumulation	500
Blooming Purple Moss Clump	Removes poison and toxin accumulation	1000
Poison Throwing Knife	Projectile weapon that may cause poison	100
Dung Pie	Projectile weapon that causes toxic effect to both the enemy and player	200
Alluring Skull	Lures enemies to it	500
Charcoal Pine Resin	Applies fire effect to most right-handed weapons	500
Transient Curse	Causes curse effect to player and grants the ability to damage ghosts	4000
Rotten Pine Resin	Applies poison to most right-handed weapons	1000
Homeward Bone	Transports player to the last used bonfire	800
Prism Stone	Measures the depth of a cliff drop by sound	10
Humanity	Multi-use item that reverses Hollow form, kindle bonfires, and restore health	5000
Purging Stone	Removes curse effect	6000
Ammo		
Fire Arrow		100
Poison Arrow		100

Crestfallen Merchant

The crestfallen merchant is the tall warrior clad in heavy armour near the top of Sen's fortress. As you reach the outside of the fortress, scale the staircases and reach a narrow walkway that branches left and right, look left. Part of the path will have fallen. Take a running leap across and inside the tower is the merchant. Mainly notable as he sells green titanite shards and a full set of Catarina armour.

Petrus of Thorolund

Petrus of Thorolund is located in the Firelink Shrine. After talking to him twice you will receive a copper coin and he will open shop. You can join the Way of the White Covenant, buy items, learn miracles, and learn a gesture. He will disappear shortly after his guests arrive (this is triggered when you leave firelink shrine after talking to is guests), he will later reappear saying he has failed his quest.

Items	Souls
Great Heal Excerpt	10000
Homeward	8000
Force	4000
Seek Guidance	2000
Heal	4000
Talisman	1000
Thorolund Talisman	5000
Gesture: Shrug	Free

Oswald the Pardoner

Oswald appears on the bottom floor of the Undead Parrish Bell Tower after the Bell of Awakening has been rung.

He sells a variety of items, including the Book of the Guilty, but is particularly notable for his 3000 soul curse removal item, which is half the standard price.

Oswald can also "Pardon" you if you have sinned (broken your covenant) for the cost of your current soul level x 2000. (A soul level of 30 would make the cost 60,000 souls.)

If you have hit an NPC by mistake and do not want to kill them then seek out Oswald and "Request Absolution". Once you have requested absolution and been pardoned NPC characters will no longer try to kill you or curse your name when you are near them.

NOTE: Once an NPC has been killed, that NPC will not return even if you have been pardoned.

Laurentius of the Great Swamp

Laurentius is located in the depths adjacent to the room with the two butchers. After you clear the upper and lower level you can go all the way down the steps and across the waist deep water to the rubble steps leading up. From there take a left (beware of 2nd butcher hiding above on ledge), go into the room and near the back right wall he is trapped in a barrel. Be careful not to attack him as you break the barrel. Roll through it or kick it. Once you rescue him you can go back later to the Firelink Shrine. He is able to sell you pyromancy spells and upgrade your **Pyromancy Flame**.

(Note: If you accidentally hit Laurentius trying to free him from the barrel as long as you do not kill him you can still get him to go to the Firelink Shrine. Go to Oswald of Carim and Request Absolution. After paying Oswald's fee he will appear at Firelink Shrine.)

Griggs of Vinheim

Griggs of Vinheim is the magic merchant that needs to be rescued from the lower section of the Undead Burg. He is located in a residence with a locked door where the key can be purchased from the "Undead Merchant Male" located in the upper section of the Undead Burg. Once you reach the lower section make sure you clear the areas because there are some nasty assassins and undead attack dogs. From the stairs leading down to the area, go to the right next to the houses and make another right so that the houses are on your left hand side. Make your way down a little bit and you should be able to hear him asking for help (If not, try walking up to the doors and opening each one and you can hear him). Once you open the door and have a short conversation with him, he explains about Big Hat and that he's his apprentice, the next time you are in the Firelink Shrine area he should be there near the stairs going up the path towards the Undead Burg area.

Dusk of Oolacile

Dusk of Oolacile is a sorceress from the land of Oolacile. Once freed, she can teach a gesture, as well as sell a couple of fantastic items.

She is located in Darkroot Basin, to the left of the Hydra. While the area in front of the Hydra has a drop of ledge, and some distance away from the left cliff edge does too, there should be no concern to falling off on the way, as it seems to extend quite far out.

She is trapped in a golden golem, similar to the blue ones that are encountered before the Hydra, just much stronger. The AoE attack is different, in that as opposed to being circular, it is an oval, stretching sideways from where the golem strikes. Being careful not to roll beside the golem when this happens, and keeping your shield and stamina up should make this an easy fight.

Once this golem is defeated she is freed, and offers assistance if you choose. She says she will place her sign, and to call upon the sign if you wish to speak to her. Her sign is right in front of where the Hydra is located, and you summon her by activating it. This does not require to be in human form, however, I was unable to locate the sign until I quit and came back later, without even having left Darkroot Basin.

The two biggest items that she sells are a Repair sorcery spell, that fully repairs equipped weapons and armor(although it did not repair my shield, it did repair every other item that I had equipped) and an Oolacile Ivory Catalyst. The catalyst, while lowering the INT bonus from A to C, has greatly increased MagAdjust stat, which increased my sorcery damage by at least two fold, over a standard catalyst and the Tin Banishment Catalyst.

The other spells sold relate to sneaking and hiding, including a Chameleon spell, a right weapon invisibility spell, and a general invisibility spell.

Patches the Hyena

Encounters

Catacombs: In front of the lever for the spiked-bridge. He'll pull the lever, making it impossible for you to cross the bridge again. Speak to him again, he'll ask if you're a cleric. Answer with "no" to avoid him getting hostile. Then proceed to finish off the Pinwheel boss in the catacombs to make patches change location.

Tomb of Giants: He appears soon after the first bonfire you encounter. He will talk to you and push you down a hole (again!)

After you have been tricked, talk to him and he will ask you if you are a Priest. If you say yes he will become hostile, so answer "no".

Even before being tricked, if you answer "no" to his question he will still trigger the bridge while you are on it. He only does this once so you don't have to off him in order to proceed.

Getting pushed into the hole in the Tomb of Giants is actually favorable to you as that is where you get your skull lantern, so forgive poor patches and praise the sun that you have an item that makes it easier to see more than a foot in front of you.

Proceed to defeat Nito after obtaining the Lordvessel, and Patches will change his location to the Firelink Shrine (near the primordial serpent towards the graveyard,) where he will sell you a variety of useful items (see below.)

Summoning

Drops

2000 souls
4x humanity

Sells - Cost:

Eye of Death - 3,000
Divine Blessing - 20,000
Prism Stone - 10
Humanity - 10,000
Twin Humanities - 20,000

Heal - 5,000

Great Heal Excerpt - 10,000

Crescent Axe - 10,000

Mace - 3,000

Canvas Talisman - 1,000

Thorolund Talisman - 5,000

Mask of the Father - 8,000

Mask of the Mother - 8,000

Mask of the Child - 8,000

Cleric Helm - 5,000

Cleric Armor - 7,000

Cleric Gauntlets - 5,000

Cleric Leggings - 5,000

Shiva of the East

Shiva is first found in the Darkroot garden next to Alvina's ruins and is a part of the forest hunters covenant. To buy items from him you must first join the covenant and then travel to Blighttown. He's found in the swamp under the large wheel mechanism and will now sell you items. Caution: leaving the covenant will make him disappear so make sure you buy everything you want from him before breaking the forest hunter covenant.

Domhnall of Zena

Domhnall Of Zena is the merchant in gold armour (Not Lautrec) near the entrance to blighttown in the depths. He is a friendly merchant but is obsessed with good trades. He has good items in stock that include a full set of his armour and some crystal weaponry and shield (I don't believe you can upgrade this equipment set. NOT CONFIRMED)

Later on he will move from the depths to underneath the aqueduct near firelink shrine. The place you can jump to and then get a ring of sacrifice. He is sat next to the body. It is an abstract location to put up shop with no warning he would move there. You will just have to trust that if he's not in the depth's, he's at the aqueduct.

After you defeat certain bosses, Domhnall will sell you their armour. Eg when you kill the Iron Golem, its armour set will become available at Domhnall. He also sells the ornstein and smough armour sets, but he ONLY sells the armour of the one you killed second. So if you want ornsteins armour, you must kill smough then ornstein. As far as I know, the armour becomes available as soon as you beat the boss.

Snuggly

Introduction

Just as in Demon's Souls with Sparkly The Crow, you can trade certain items with Snuggly The Crow. The trading nest is located outside the Northern Undead Asylum, when revisiting, it will be on the left about halfway between your start point and the four torch wielding dredglings. To return to the Northern Undead Asylum, climb to the top of Firelink Shrine by riding the elevator shortcut from the Undead Parish, by jumping off and landing on a ledge before the elevator stops at the bottom. From there run to a grassy patch on the right. Roll onto a beam with slope going up connected to the broken building from the grassy hill. Find your way up to the top. When at the nest of the giant crow, curl up into a ball and wait a minute or two and a cut-scene will appear.

Trade

Drop items one at a time, then quit and reload the save file to see the results. Items MUST be inside the nest to register. Dropping stacks, or multiple different items at once will result in lost items without reward. All trades can be traded one time only. Snuggly will let the player know if he doesn't want the item offered. (List may be incomplete still.)

Bloodred Moss Clump	Twinkling Titanite	Random drop from Demonic Foliage, Buy from Undead Merchant Female
Purple Moss Clump	Twinkling Titanite	Random drop from Demonic Foliage, Buy from Undead Merchant Female
Blooming Purple Moss Clump	White Titanite	Random drop from Demonic Foliage, Buy from Undead Merchant Female
Cracked Red Eye Orb	Purging Stone x2	Buy from Darkstalker Kaathe (Darkwraith Covenant)
Dried Finger	Blue Titanite Chunk	Found on a ledge at the beginning of the Painted World Of Ariamis, cannot drop?
Dung Pie	Demon Titanite	Buy from Undead Merchant Female, Drop from Poison Club Wielding Trolls in Blighttown
Egg Vermifuge	Dragon Scale	Found on a body in the Painted World Of Ariamis
Pendant	Souvenir of Reprisal	Initial Gift, Reward - Defence of the Forest as Forest Hunter Covenant
Prism Stone	Demon Titanite	Buy from Undead Merchant Female
Pyromancy Flame	Red Titanite Chunk	Obtained from Laurentius of the Great Swamp after rescuing him and returning to Firelink Shrine
Rubbish	Titanite Chunk	Found in Undead Burg
Ring of the Sun Princess	Divine Blessing x2	Aquired by joining the Princess's Guard Covenant in Anor Londo

Sack	Demon's Great Hammer	Dropped by The Butcher in The Depths
Skull Lantern	Ring of Fog	Found at the bottom of a pit after meeting Patches
Sunlight Maggot	Old Witch's Ring	Dropped by one of the small flea-like creatures near where you fight Solaire in Lost Izalith.
Sunlight Medal	White Titanite Chunk	Gift from Knight Lautrec of Carim
Humanity	Ring of Sacrifice	Found throughout world or can buy from Undead Merchant Female
		Initial Gifts or found in Undead Burg
Twin Humanities	Rare Ring of Sacrifice	
Xanthous Crown	Ring Of Favor and Protection	On a body past Priscilla, ONLY after killing Xanthous King Jeremiah (Invading Phantom NPC) while in The Painted World

Blacksmiths

Blacksmiths



- Rickert of Vinheim
- Blacksmith Andrei
- Giant Blacksmith
- Blacksmith Vamos

Rickert of Vinheim

Rickert of Vinheim is technically the most accessible blacksmith early on in the game. Most people come across Andre first, and are unaware that Rickert resides just below firelink shrine, in the New Londo Ruins.

Rickert has all the capabilities of a normal blacksmith (Repair etc) But as his title suggests, he is from Vinheim. The magic community. Naturally he is going to specialise in magic modification. ie upgrading weapons to magic/ enchanted.

To ascend weapons to enchanted, give an enchanted ember to Rickert. This ember is located in the centre of the darkroot garden. Past the forest hunters and past Alvina, but before Sif. In other words, it is in the mushroom enemy area. It can be found in the centre of that patch of forest.

Considerably later on, you can give Rickert a large magic ember. You can find it in the area where you fought Seath the Scaleless. (I believe you have to kill Seath for the chest to appear.)

As a note of interest, I am unsure if it is possible to kill him, as Fire Whip touched him, but without reaction. I then used my Dragon Tooth on him(drops of Havel) and it just blasted him to the back of his cell. Not sure if this was intentional by the developers or not, but it would be interesting to see if any other ways to kill him, for possible items.

Blacksmith Andrei

Andrei is the first blacksmith most players will meet (Some will meet Rickert if they know where to look). Andrei is possibly the most useful blacksmith. He is in a very accessible location, one that you will revisit a lot. When you open the shortcut to firelink shrine from the parish, Andrei will become further accessible and useful.

Andrei sells a load of useful items (The most notable includes the titanite shards he sells) including the essential crest of Artorias. He also sells smith boxes that you can use to reinforce and repair items at bonfires. Andrei is no doubt a blacksmith you will want to revisit. The default.

Andrei is located at the undead parish, next to the titanite demon blocking the path to darkroot garden. He is also near the path leading to Sen's fortress. He has an olympian figure and is friendly.

Andrei also deals in a lot of embers (Reinforcement materials) It is impossible not to say that he is the most useful blacksmith.

Firstly the large ember that allows standard reinforcement. Located in the depths, in a chest next to the first butcher and his dog. You can also give him the very large ember found in New Londo Ruins near one of the entrances to the valley of Drakes (After lowering the water level)

Andrei also is responsible for divine reinforcement. The divine ember can be found after defeating the moonlight butterfly in darkroot garden, across the bridge and in the tower, near a petrified blacksmith. The large divine ember is in the tomb of giants, on a corpse.

And last but not least, he deals with occult reinforcement with a dark ember requirement. This ember is found on a statue at the painted world of Ariamis.

With all these positives about Andrei, it is impossible not to find him the best blacksmith by far.

Giant Blacksmith

The Giant Blacksmith is located in Anor Londo. To access his skills and inventory, you must enter the room prior to the location of the Ornstein and Smough boss battle. On the top story of this room, on the side with the Silver Knight Archer, there is a doorway with stairs downward. Follow these stairs and you will arrive at the blacksmith. Once here, exit the door behind where he is sitting and unlock the locked gate, allowing easier access to the blacksmith when coming from the front of the castle

The giant is responsible for crystal(with the right ember) and lightning(by default) reinforcement. You can find the crystal ember in the dukes archives, behind the sliding book shelf leading to the Crystal Caves. He will also upgrade weapons using boss souls; bring him standard weapons +10. There is also a chest behind him containing the hawk ring. You simply need to do a few rolls on his left side by the wall to get it, killing him is not needed.

As of patch 1.05, the giant blacksmith sells twinkling titanite for 8000 souls.

Blacksmith Vamos

Vamos is the blacksmith located in the catacombs, shortly before the fight with pinwheel. The cutscene prior to meeting Vamos may fool you into believing that he is an enemy, but in reality he's harmless. Has the appearance of a large skeleton. Vamos is the only blacksmith who doesn't sell items as well as modifications and repair (NEEDS CONFIRMATION)

Vamos is one of the more useless blacksmiths. He is located in a hard to reach place and doesn't give much bang for your buck. I find he is only useful leading up to Nito. You shouldn't have much cause to visit him again. He can modify like anyone else, but then again the other blacksmiths are in more accessible places, likely ones you will keep revisiting.

However, Vamos is useful in one area. Chaos and fire reinforcement.

The chaos flame ember is located in the demon ruins, after you kill ceaseless discharge you can go to the area where he was stood. The ember is on a corpse.

As for the large flame ember, it is also located in the demon ruins near a fog gate.

Also drops the Hammer of Vamos(105 physical, 64 fire, C strength, 14 required strength) and the Royal Helm(overall, similar to Gargoyle Helm) upon death.

Most players when killing the bonewheel skeletons nearby, lure them into Vamos's corridor. Be very careful not to lead them towards Vamos when they do their devastating spin attack, as it won't take much to kill him.

Weapons / Enemies / Places / Rings / Armor

Well, since no one's taking the time to compose this page... :/ Give me a day or two to pile all the info up to help everyone else out. Ill add what weapons seem to be best given what attributes. ps3 user TWLSTD-j0ker level 90 warrior.

For starters here is where every ember is located in game. Embers are found and given to blacksmiths allowing the blacksmiths to give your weapon different attributes.

Normal Weapon +5

Improves a regular weapon. Can be done by any smith. Improves base attack and retains parameters

Magic Weapon +5

Creates a Magic weapon from a regular weapon +5. Can be done by the New Londo Ruins blacksmith. Adds Magic damage, and adds the Intelligence parameter bonus. STR and DEX parameters are brought to D D unless they had no letter before.

Lightning Weapon +5

Creates a Thunder weapon from a normal weapon +10. Can be done by the giant blacksmith in Anor Londo. Adds Lightning damage, but removes parameter bonuses.

Fire Weapon +5

Creates a Fire weapon from a normal weapon +5. Can be done by the Catacombs smith. Adds Fire damage, but removes parameter bonuses.

Demon Weapon +5

Creates a unique weapon from a demon's soul which can then be upgraded to a maximum of +5. Can be done by the Anor Londo smith.

Large Ember - Found in a chest behind the first butcher in the Depths.

Normal Weapon +10

Improves a regular weapon. Can be done by Andre the Smith in Undead Parish. Further improves base attack.

Raw Weapon +5

Improves base damage but lowers parameters.

Very Large Ember - Found in New Londo Ruins after it's drained.

Normal Weapon +15

Improves a regular weapon. Can be done by Andre the Smith. Further improves base attack while retaining parameters.

Large Magic Ember

Magic Weapon +10

Further improves a Magic weapon +5. Can be done by the New Londo smith.

Enchanted Ember

Enchanted Weapon +5

Creates an Enchanted weapon from a Magic weapon +5. Improves Intelligence parambonus at the cost of base power.

Divine Ember - Found after the Moonlight Butterfly in Darkwood Forest.

Divine Weapon +5

Creates a Divine weapon from a normal weapon +5. Can be done by Andre the Smith. Prevents monsters from being revived.

Large Divine Ember - Found in the Giants Tomb after meeting with Patches. Follow the narrow cliff around, drop into large chamber, guarded by no less than 7 Giant Skeletons, I suggest sniping.

Divine Weapon +10

Further improves a Divine weapon +5. Can be done by Andre the Smith.

Occult Ember(aka Dark Ember) - Used to forge Occult weappns; found in Painted World of Ariamis, in Annex guarded by the Mutated Dredges. Need the Annex key which is found in the sewers after first fog door.(Added by Cruel_Swagger)

Occult Weapon +5

Creates an Occult weapon from a Divine weapon +5. Improves Faith parambonus, but reduces others. Deals Occult damage, opposite of Divine.

Crystal Ember - Found in Duke's Archives.

Crystal Weapon +5

Creates a Crystal weapon from a normal weapon +10. Crystal weapons break very easily and cannot be repaired, but boast incredible base damage.

Chaos Flame Ember - Found beneath Quelaag's lair in the lava behind the Taurus Demons.

Chaos Weapon +5

Creates a Chaos weapon from a Fire weapon +5. Chaos weapons' damage scales with Humanity

Weapon shard locations.

This has been a debate on numerous websites. I will have a complete list for everything you need to get every weapon maxed. I have confirmed these locations and enemies myself.

Titanite shard- buy 800 souls from Andrei the blacksmith by dark root garden. Random drop from random enemies.(elite knights...fenix_dragonis)

Large Titanite shards- buy for 4000 from hidden merchant in SEN FORT.

Random drop from the blobs in the depths. Easy to farm bonfire right next to 6 of them. Use fire they

die right away

Guaranteed drop from the knight at the end of the bridge in the Painted World of Aramais. Within 3 minutes of the bonfire at the beginning of the level so easy to farm

Titanite chunk- Random drop from dark wraiths after you drain new londo. These guys are tough go in well prepared. (also dropped by farmable black knight in kiln...fenix_dragonis)

Titanite slab- (darkwraiths in new londo drop them but very rare...fenix_dragonis)

White Titanite chunk-in Tomb of The Giants where patchs kicks you down you'll face skeleton towers. There 6-7 in total never bothered to count them. They do in fact drop these chunks its just very slowly. You can make a circle out of the run. There's a bonfire right there and the ladder that gets you out of the hole is to the left of the bonfire. If your crying you cant see try using the spell CAST LIGHT. (also dropped by farmable black knight in kiln...fenix_dragonis)

Green titanite shards- Random drop from the blobs in THE DEPTHS. Use same tactics as if your farming for Large Titanite Shards. You can also venture into blight town and kill the leeches in the swamp. They drop 5-6 at a time. However keep in mind theres no close bonfires, your in the swamp getting poisoned, and you have infintie mosquitoes up your well you know what. (This is not true, the mosquitos don't chase you out in their nest, they can all be aggroed from a shore where you aren't being poisoned, they give souls blobs dont, and there are close to 25 of them. The only advantage of doing the blob farm is that you can also farm rats for humanity). You can also obtain 2 in demon's ruins.

After you kill the area's boss and head down to the area with mini-capra demons, there is a staircase with fire-breathing thingies (I'm a noob sry) and to the left of that staircase, if you cling the ledge, you can find them on a dead body. (Added by Sunbro)

Red Titanate Chuck- (dropped by farmable black knight in kiln...fenix_dragonis)

Blue titanite shards- in crystal cave kill the golems.

Blue Titanate Chuck- (dropped by farmable black knight in kiln...fenix_dragonis)

Red titanite shards- (dropped by chaos eaters in lost izalith...fenix_dragonis)

Red Titanate Chunk- (dropped by farmable black knight in kiln, as well as chaos eaters in lost izlith...fenix_dragonis)

Twinkling Titanite- easy go buy or save up Blooming Purple moss clumps. Then use the infinite glitch trading with snuggly the crow to get 99 of these in less then 10 mins. (clams at Ash Lake, after 1st bonfire, sneak up(walk) directly behind their center don't get too close, 2 shots of Choas fire ball does the trick,Twinkling titanite 50+% also purging stones 25+% bonfire-repeatLvl 96 Wandering All Class Sneay_nynja)

White Titanite slab- found in Tomb of the Giants, located in the room with the baby skeletons and pinwheel enemies right before the area boss. (also dropped by farmable black knight in

kiln...fenix_dragonis)

Red Titanite Slab - trade ascended pyromancy flame with snugly the crow at undead asylum (also dropped by chaos eaters in lost izllith but very rare...fenix_dragonis)

Blue Titanite Slab - Can be found in the Crystal Cave on one of the long, invisible walkways.(Added by C_S) Also can be dropped from the Moonlight Butterflies in the Crystal Cave, very rare though.

Upgrade Progression	Need Total	Upgrade Progression	Need Total	Upgrade Progression	Need Total	Upgrade Progression	Need Total
Normal +0 --> Normal +5	9 Titanite Shards	Normal +5 --> Normal +10	9 Large Titanite Shards	Normal +10 --> Normal +14	8 Titanite Chunks	Normal +14 --> Normal +15	1 Titanite Slab
				Normal +10 --> Crystal +4	9 Titanite Chunks	Crystal +4 --> Crystal +5	1 Titanite Slab
				Normal +10 --> Lightning +4	9 Titanite Chunks	Lightning +4 --> Lightning +5	1 Titanite Slab
				Normal +10 --> Special	Boss Soul	Special +0 --> Demon +5	*10 Demon Titanite*
		Normal +5 --> Raw +5	10 Large Titanite Shards				
		Normal +5 --> Magic +5	10 Green Titanite Shards	Magic +5 --> Magic +9	?Blue Titanite Chunks	Magic +9 --> Magic +10	1 Blue Titanite Slab
				Magic +5 --> Enchanted +4	8 Blue Titanite Chunks	Enchanted +4 --> Enchanted +5	1 Blue Titanite Slab
		Normal +5 --> Divine+5	10 Green Titanite Shards	Divine +5 --> Divine +9	9 White Titanite Chunks	Divine +9 --> Divine +10	1 White Titanite Slab

				Divine +5 -- > Occult +4	7-9 White Titanite Chunks	Occult +4 -- > Occult +5	1 White Titanite Slab
		Normal +5 --> Fire +5	11 Green Titanite Shards	Fire +5 -- > Fire +9	? Red Titanite Chunks	Fire +9 -- > Fire +10	1 Red Titanite Slab
				Fire +5 -- > Chaos +4	? Red Titanite Chunks	Chaos +4 -- > Chaos +5	1 Red Titanite Slab
Dragon +0 --> Dragon +5	10 Dragon Scales						
Unique +0 --> Unique +5	*10 Twinkling Titanite*						

- use snugly the crow but her trade is finite
- To get easy shards of any color, right before you fight Lord Gwyn there are 5 black knights that drops 2 titanite chunks, 1 white, 1 red and 1 blue. To kill them quickly, just circle around and backstab. If you need lesser shards such as regular titanite, large or green just go to the primordial serpent and feed him the right colored shard to get what you want and for 1 shard you feed him he gives you 2 or more of the shard you need.
- Twinkling titanite can be farmed from the clam/crab things in Crystal Cave, with a high Purging Stone/low Twinkling Titanite drop rate, right before where you fight Seath. You can use his bonfire and kill them all(pyromancy works well) and refresh within 3-5 minutes.
- Also, as of 11/22/11 in the US, the Giant Blacksmith in Anor Londo sells Twinkling Titanite for 8000 souls each.

The weapon I find to be the most useful is ultimately Iato +15 (nvm if that is how it's meant to be spelled) since it clean-cuts through armor and does more than enough damage to satisfy me. PvP with this and Lightning Uchigatana +5 to negate armor and kill anyone who tries to run. (Edited by LiquidMadness)

Armor

Armor Name / Weight / Durability / Physical Defense / Elemental Defense / Resistances

Name	Weight	Durability	Phys. Defense(Normal, Strike, Slash, Pierce)	Elem. Defense(Magic, Fire, Lightning)	Resistances(Poise, Bleed, Poison, Curse)
Catarina Helm	4.5	400	22/22/25/22	12/13/7	8/13/9/0
Catarina Armor	11.7	400	57/56/66/57	16/16/7	21/34/24/0
Catarina Gauntlets	6.9	400	34/34/39/34	18/21/12	13/21/13/0
Catarina Leggings	6.9	400	34/34/39/34	18/21/12	13/21/13/0

Boss Soul Weapon Creation

Boss soul weapon creation

These are the weapons created from using the souls of different bosses.

All can be upgraded up to +5 using Demon Titanite. To create them you need the required weapon and the soul of a specific boss.

Only the blacksmith on Anor Londo can create these.

CHAOS BLADE

Made from the soul of Queelaag and a +10 katana weapon. It has a standard 300 bleed damage. Weapon damage scales with humanity. In a similar fashion to hiltless in Demon's Souls it causes damage to the user when enemies are hit.

DRAGONSLAYER SPEAR

Made from the soul of Ornstein and a +10 spear weapon.

Its one handed strong attack creates a thunderbolt going straight. Doing this will cause the spear's durability to go down by 20 points. The two handed strong attack strikes forward, and then up. Very hard to land on other players.

DRAGON BONE FIST

Created from Iron Golem soul and a +10 fist weapon

GOLEM AXE

made from a +10 axe and Iron Golem Soul

One-handed strong attack is replaced by an area of effect wind sphere that does Magic damage

GREATSWORD OF ARTORIAS

made from a +10 broken sword and soul of sif

this version generates magic and physical damage and has higher stat boosts than the cursed sword.

GREATSWORD OF ARTORIAS (CURSED)

made from a +10 straight sword type weapon and soul of sif

this version lacks the magic damage but has higher base damage and works on ghosts without being cursed or using a transient curse

GREATshield OF ARTORIAS

made from a +10 shield and soul of Sif.

HORN OF THE MOONLIGHT BUTTERFLY

created from a +10 spear and soul of the moonlight butterfly
causes no physical damage and causes magic damage

LIFEHUNT SCYTHE

created from a +10 scythe and soul of pricila
causes 500 bleed damage to enemies
every hit of the scythe will cause bleed damage to the WIELDER

QUELAAGS FURY SWORD

created from a +10 curved sword (such as falchion) and soul of quelaag
damage scales with humanity
causes both physical and fire damage

SMAUGH'S HAMMER

created from soul of smaug and a +10 blunt weapon

CRYSTAL RING SHIELD

made from a +10 small shield and soul of the moonlight butterfly
2 (R2 right hand) throws a ring of crystal light that deals damage using twice your right hand weapon's attack power.

This power drains 4 durability from the shield with each use; however, repair costs are very minimal. The shield's attack power is low, so using crystal light with it in the right hand deals poor damage, but using it in the left hand with a high attack power weapon in the right causes immense damage. With the proper weapon, even the game's tougher bosses can be trivialized.

NOTE: You must meet the stat requirements of the right hand weapon you wield to fully utilize this effect. Otherwise, the Crystal Ring effect will take a damage penalty, just like the weapon itself does. While the shield's crystal light is powerful, its low stability makes it a bad choice for actually blocking. Enemies drop 20% additional souls when defeated with an overkill, the shield's high one-hit damage makes it great for achieving overkills for the extra souls.

Note: In the latest software revision the damage of the projectile is GREATLY reduced. (or possibly increased if you have a wimpy weapon)

TIN DARKMOON CATALYST

soul of gwyndolin + catalyst
causes spell damage to scale with faith rather than intelligence
note: player is still required to meet intelligence stats to be able to use spell

info added by PSN user slayeroffrog

Crystal Lizard Locations

Crystal Lizards are a rare enemy that always drop a rare form of Titanite. They spawn once per playthrough in each area but will respawn everytime you rest at a bonfire until you kill them once. If you let them escape, **you can try reloading your game from your position and they may respawn**. This is especially helpful for the ones in the great hollow.

Crystal Lizards drop rare and random upgrade stones.

Crystal lizards do not fight. Instead, they run from you. Hence, you need to attack them quickly before they escape underground. **In Dark Souls they will continue to respawn until you have killed them**. This is different from in Demon's Souls where the lizards would only spawn a set number of times whether or not you killed them.

Only the ones in the great hollow have a chance of dropping Titanite Slabs.

Locations

- **Undead Burg:** In a barrel before the Taurus Demon
- **Darkroot Basin:** Near a slope opposite the Hydra in the waterfall.
- **The Catacombs:** After using the first lever, jump off the bridge into a room on the lower right.
- **The Catacombs (x2 Lizards):** Same as above (room contains two lizards).
- **Tomb of Giants:** After you leave the darkness it will be along a narrow slope.
- **The Great Hollow (x2 Lizards):** Jump down to the fat branch that you can see from the starting bonfire. Move on to the wall, jump down to the branch below and to your left and then again to the platform below.
- **The Great Hollow (x5 Lizards):** Follow the path around from where you found the first Crystal Lizard. These Lizards have a random chance of appearing so revisit the area if they do not appear.
- **The Great Hollow:** Move forwards from your starting point, it is near the U-shaped bend in the main branch.
- **The Great Hollow:** Found after jumping down from the Basilisk Nest.
- **Lost Izalith:** In the shortcut passage which connects the area before the Demon Firesage & corridor of the Prowling Demon.
- **Dukes's Archives:** Stairs before the first battle with Seathe the Scaleless.
- **Crystal Cave (x3 Lizards):** Enter the crystal cave and jump down from the second Crystal Golem platform. Land on the transparent platform below this, and look back.

Enemies

This page has recently undergone a major overhaul, and needs the help of awesome individuals such as yourself! Visit the pages of enemies and share your information about them, whether it pertains to their lore, combat strategies, or item drops. Please keep your contributions clean and professional.

Most enemy names are currently pseudonyms, if you know the official name of a certain enemy you are more than welcome to change it.

Firelink Shrine

Graveyard

- Skeletal Soldier
- Giant Skeleton

Path to Undead Burg

- Hollow Soldier
- Hollow Knight
- Plague Rat

Undead Burg

- Hollow Soldier
- Hollows
- Black Knight (Sword)
- Sub-boss: Havel

Undead Parish

- Hollows
- Plague Rat
- Hollow Soldier
- Hollow Knight
- Red_Eye_Knight
- Channeler
- Tower Knight
- Black Knight (Greatsword)
- Sub-boss: Red Dragon

Lower Undead Burg

- Hollows
- Hollow Thief
- Plagued Dog

Darkroot Garden

- Stone Guardian
- Tree Lizard
- Forest Frog
- Ent
- Mandragora

Darkroot Basin

- Crystal Golem
- Black Knight (Halberd)
- Golden Golem
- Sub-boss: Hydra
- Sub-boss: Havel (same as Undead Burg)

The Depths

- Plague Rat
- Hollow
- Basilisk
- Plagued Dog
- Butcher
- Channeler
- Black Slime
- Sub-boss: Giant Rat

New Londo Ruins

- Wraith
- Banshee

Catacombs

- Skeletal Soldier
- Volatile Soul
- Necromancer
- Wheel Skeleton
- Titanite Demon
- Black Knight (Sword)

Tomb of Giants

- Giant Skeleton
- Skeletal Dog
- Black Knight (Halberd)
- Bone Pillar

Anor Londo

- Iron Giant
- Painting Guardian
- Imp
- Silver Knight
- Mimic
- Sub-boss: Bell Gargoyles
- Titanite Demon

Painted World of Aramis

- Hollows
- Plagued Rat
- Phalanx
- Blighted Hollow
- Harpy
- Wheel Skeletons
- Sub-boss: Undead Dragon
- Black Phantom: King Jeramiah

Other Enemies

Black Phantoms

Black Phantoms are unique enemies that only spawn when your character is in a Human state, most are controlled by other players seeking a fight, though there are a few pre-made NPCs that spawn in specific areas. Defeating Black Phantoms will net your character Humanity and a generous amount of souls. Defeating the boss of the area will prevent Black Phantoms from invading that stage for the rest of your playthrough.

List of Black Phantom NPCs (*work in progress*):

- Maneater Mildred:

Spawns within the Blighttown Swamp, Maneater Mildred is able to move through the muck without hindrance. Drops the Butcher's Knife weapon.

- King Jeramiah:

Spawns in the Painted World of Aramis, in the area where you may find the Acid Surge spell. Upon defeat his Xanthos armor set can be found in the area you fight Priscilla, the stage boss.

- Kirk, the Knight of Thorns:

The only phantom to invade multiple times in one playthrough. Defeating Kirk in each encounter will cause his armor set to spawn in Quelaag's Domain, adjacent to the Daughters of Chaos' bonfire.

1. The Depths: Spawns in the area where you encounter Basilisks.
2. Demon Ruins: Spawns in the area where you combat several Capra Demons, the Lord's Vessel is required for Kirk to spawn.
3. Lost Izalith: Spawns before the fog doorway leading to the "Bed of Chaos" area boss.

Places

Areas in the world of Dark Souls, listed alphabetically for ease of reference.

- Anor Londo
- Blight town
- Darkroot Basin
- Darkroot Garden
- The Depths
- Firelink Shrine
- New Londo Ruins
- Northern Undead Asylum
- Sen's Fortress
- The Catacombs
- Undead Burg
- Undead Parish

Weapons & Items

Restorative Items

Image	Name	Use	Where to get
	Estus Flask	Restores HP	Originally given by the Asylum Knight Replenish at bonfires
	Black Separation Crystal	Banish phantom / Return Home	Given in Tutorial
	FireBomb	Explodes, inflicting fire damage	Can be purchased from Undead Burg vendor Drops from enemies in Undead Burg.
	Humanity	Use to gain 1 humanity + greatly restore HP Can be used to change to Human form and upgrade Estus Flask quantity at bonfires. WARNING: Incase anyone is unaware being in human form will make you vulnerable for invasion.	Found in chests, or looted off enemies (frequently from rats or baby skeletons) Can be purchased for 5000 souls from a merchant behind bars near the location of the Capra Demon

Fire Keeper Soul	Upgrade your Estus Flask Can gain 5 humanity if used	Undead Parish

Weapons

Name: name of Weapon

Stats: Physical/Magic/Lightning/Flame/Critical

Damage Reduction %

Location: Where you can find/acquire it

Player requirements: stats need for the player to use weapon; str/dex/fth/int

Aux Effects: Bleeding/Poison/Divine/ Occult

Durability/Weight: How long the weapon lasts until repaired/ How much equipment load the weapon takes.

Name	Stats	Location	Player requirements	Aux Effects	Durability Weight	Descriptions
Daggers						
Dagger	56/0/0/0/131 45/10/30/30/26	Undead male merchant	5/8/0/0 E/B/-/-	-/-/-/-	200/.5	
Ghost Blade	100/0/0/0/127 45/10/30/30/26	Female Ghost in New Londo Ruins	5/0/0/0/ E/-/-/-	-/-/-/-	100/.5	
Bandit's Knife	56/0/0/0/147 45/10/30/30/26	Rare drop from Undead Assassins	6/12/0/0 E/B/-/-	300/-/- /-	200/1.0	

Parrying Dagger	54/0/0/0/131 45/10/30/30/26	Valley of Drakes/ New Londo Ruins	5/14/0/0 E/B/-/-	-/-/ /-	200/.5	
Priscilla's Dagger	54/0/0/0/100 45/10/30/30/26	Obtained by cutting off Priscilla's tail	80/0/0/0/100 -/A/-/-	500/ /- /110	100/1.0	Very effective against bosses. A few strikes will initiate the bleeding, which drains massive amounts of health.
Katanas						
Uchigatana	90/0/0/0/100 45/10/30/30/30	Purchased from Shiva	14/14/0/0 -/B/-/-	300/ /-/-	80/5.0	
Washing Pole	90/0/0/0/100 45/10/30/30/30	Purchase from Shiva	20/16/0/0 D/D/-/-	300/ /-/-	60/8.0	
Laito	88/0/0/0/100 45/10/30/30/30	Found in Blight Town	14/20/0/0 -/B/-/-	300/ /-/-	80/5.0	
Chaos Blade	133/0/0/0/100 45/10/30/30/30	Upgrade +10 katana with Quelaag's Soul at Giant Blacksmith	16/14/0/0 -/B/-/-	300/ /-/-	80/5.0	

Drake sword	200/0/0/0/100	From cutting off the hellkites tail(Red Dragon)	16/10/0/0	To easily obtain this sword shoot the dragons tail with arrows until it falls off!
Dragon King Greataxe	360/0/0/0/100	Cut off the Gaping Dragon's Tail	50/8/0/0 - / - / - / -	"This axe is imbued with mystical power, to be released when held with both hands"
Quelaag's Fury Sword	60/0/180/0/100	Must take +10 curved sword plus Quelaag's Soul to Giant Blacksmith	11/13/0/0 E/B/0/0	
Zweihander	130/0/0/0/100	Found on the far side of the graveyard near Firelink Shrine. Guarded by large skeleton.	24/10/0/0 C/D/0/0	"As the name suggests, the Zweihander is held with two hands, but it's wielder must still be inhumanely strong"

Gargoyle Tail Axe	93/0/0/0/100	Have to chop off the tail of the first Bell Gargoyle OR one of the similar Gargoyles at Anor Lando.	14/14/- /- D/C/- /-	"Sliced tail of the Gargoyle guarding the bell of awakening in the Undead Church or patrolling in Anor Londo"
Astora's Straight Sword	80/80/0/0/100	Found by the Undead Dragon in the Valley of the Drakes.	10/10/- /14 C/C/- /C	
Murakumo	113/0/0/0/100	Can be looted after killing the Eastern Armor knight if part of the Forest Hunters.*	E/B/- 28/13/- /-	*You will betray the covenant if you do this.

Weapon Details

----Dark Souls – Daggers----

Dagger

It is a lightweight weapon which won't require much strength to use it and would allow you fight fast. Another important aspect is that, you would be able to move pretty quickly. Sorcerer starts with Dagger. You can also buy it from the Male Undead Merchant for 300 souls.

Attack Power: 56/0/0/0

Requirements/Multipliers: 5/8/0/0

Durability: 200

Weight: 0.5

Bandit's Knife

You will start with this weapon if you choose the Thief Class. It's also a rare drop from Undead Assassins.

Attack Power: 56/0/0/0/147

Damage Reduction Rate: 5/10/30/30/2

Requirements/Multipliers: 6/12/0/0

Durability: 200

Weight: 1.0

Parrying Dagger

A dagger that is very effect in Parrying. You will find it in Valley of Drake and New Londo Ruins.

Attack Power: 54/0/0/0/131

Damage Reduction Rate: 45/10/30/30/26

Requirements/Multipliers: 5/14/0/0

Durability: 200

Weight: 0.5

Priscilla Dagger

You need to cut-off Priscilla The Crossbreed's Tail for it to drop.

Attack Power: 80/0/0/0/100

Damage Reduction Rate:

Requirements/Multipliers: 6/20/0/0

Durability: 100

Weight: 1.0

----Dark Souls – Swords----

Straight Sword Hilt

It's a broken sword so don't expect much damage and range. You will given this sword at the start of the game in the Undead Asylum.

Attack Power: 20/0/0/0

Damage Reduction Rate:

Requirements/Multipliers:

Durability: 200

Weight: 1.0

Broken Straight Sword

It drops from Zombies and Infested Ghoul.

Attack Power: 40/0/0/0

Damage Reduction Rate:

Requirements/Multipliers:

Durability: 200

Weight: 2.0

Broadsword

You get the Broadsword if you choose the Knight Class. It's a standard short blade sword in the game. You can buy it from the shop of Andre of Astora for 1000 souls.

Attack Power: 82/0/0/0

Damage Reduction Rate:

Requirements/Multipliers: 10/10/0/0 C/C/-/-

Durability: 200

Weight: 3.0

Shortsword

Hunted starts with Shortsword. You can buy it from the shop of male Undead Merchant for 600 souls or slay an armored zombie to get it.

Attack Power: 78/0/0/0

Damage Reduction Rate: 50/10/35/35

Requirements/Multipliers: 8/10/0/0 C/C/-/-

Durability: 200

Weight: 2.0

Longsword

One of the weapons you will find very easy to use. Starting equipment for Warrior. You can buy it at the shop of Andre of Astora for 1000 souls. It also drops from Undead Soldier with Sword and Undead Soldier with Spear.

Attack Power: 80/0/0/0

Damage Reduction Rate: 50/10/35/35

Requirements/Multipliers: 10/10/0/0 C/C/-/-

Durability: 200

Weight: 3.0

Barbed Straight Sword

It drops From Knight of Thorns and Kirk.

Attack Power: 80/0/0/0

Damage Reduction Rate: 50/10/35/35

Requirements/Multipliers: 10/10/0/0 C/C/-/-

Durability: 160

Weight: 3.0

Straight Sunlight Sword

It drops from Solaire of Astora.

Attack Power: 82/0/0/0

Damage Reduction Rate: 50/10/35/35

Requirements/Multipliers: 12/12/0/0 C/C/-/-

Durability: 240

Weight: 4.0

Sacrifice Sword

Music Ceremonial Sword in the Demon Souls has a new name and that is, Sacrifice Sword.

Everytime you attack an enemy, it places Voodoo Wan Fire, to recover HP.

Attack Power: 107/0/0/0/100

Damage Reduction Rate: 60/10/40/40/36

Requirements/Multipliers: 24/13/0/0 E/C/-/-

Durability:

Weight:

Holy Sword

It's a powerful sword that you can get early in the game.

Attack Power:

Damage Reduction Rate:

Requirements/Multipliers:

Durability:

Weight:

Astora's Straight Sword

You will find it in front of the Poison breathing undead dragon in Flying Dragon's Valley.

Attack Power: 80/80/0/100

Damage Reduction Rate: 50/10/35/35/32

Requirements/Multipliers: 10/10/0/14 C/C/-/C

Durability: 14.0

Weight: 3.0

Gravelord Sword

It's the sword of Nito and is dipped in deadly poison so you know that your enemies will suffer. Deals 300 poison damage. Must be in gravelord covenant to receive this weapon.

Attack Power: 255/0/0/0/100

Damage Reduction Rate: 60/10/40/40/36

Requirements/Multipliers: 24/13/0/0 E/E/0/0

Durability: 600

Weight: 10.0

Silver Knight Sword

It drops from the Silver Knight.

Attack Power: 165/0/0/0/100

Damage Reduction Rate: 50/10/35/35/32

Requirements/Multipliers:

Durability:

Weight:

Drake Sword

It will drop when you cut off the Hellkite's tail. You may get it but you won't be able to use it for long, since it will lose its effectiveness eventually because it doesn't scale with any stat. Good starting weapon but that's that. You can trigger a shockwave attack by pressing R2 but no know that it will affect your weapon's durability, reduces its life. *-30 condition per double handed power strike (R2)*

Attack Power: 200/0/0/0/100

Damage Reduction Rate: 50/10/35/35/32

Requirements/Multipliers: 16/10/0/0 X/X/-/-

Durability: 350

Weight: 6.0

Darksword

Covenant = DarkWraith

Attack Power: 82/0/0/0/100

Damage Reduction Rate: 45/10/30/30

Requirements/Multipliers: 5/8/0/0 C/C/-/-

Durability: 200

Weight: 6.0

Large Crystal Sword

You can't repair it because its Crystal can be easily damaged against powerful foes though it does pack a punch.

Attack Power: 145/0/0/0/100

Damage Reduction Rate:

Requirements/Multipliers: 16/10/0/0 C/C/-/-

Durability:

Weight:

Sword of the Moon

It's a rare dragon weapon and has a unique overhead swing like drake sword but deals 40 durability everytime you use it.

Attack Power: 0/132/0/0/100

Damage Reduction Rate: 60/10/40/40/38

Requirements/Multipliers: 60/10/40/40/38 -/-/A/-

Durability: 38

Weight:

Bastard Sword

There is always a Bastard Sword and this one is no different.

Attack Power: 105/0/0/0/100

Damage Reduction Rate: 60/10/40/40/38

Requirements/Multipliers: 16/10/0/0 C/C/-/-

Durability: 200

Weight: 6.0

Claymore

It's your standard large two-handed sword with a straight blade.

Attack Power: 103/0/0/100

Damage Reduction Rate:

Requirements/Multipliers: 16/10/-/- C/C/-/-

Durability: 200

Weight: 6.0

Man Serpeant Greatsword

It's an old rusty single blade weapon.

Attack Power: 110/0/0/0/100

Damage Reduction Rate: 60/10/40/40/38

Requirements/Multipliers: 24/0/0/0 B/-/-/-

Durability: 300

Weight: 10.0

Zweihander

You will find it in the Graveyard area, next to one of the large skeletons near Firelink Shrine.

Attack Power: 130/0/0/0/100

Damage Reduction Rate: 70/10/50/50

Requirements/Multipliers: 24/10/0/0 C/D/-/-

Durability:

Weight:

Greatsword of Artorias(Cursed)

Created with Wolf Soul – +10 Great Sword Giant Sword series.

Attack Power: 158/0/0/0/100

Damage Reduction Rate: 60/10/40/40/38

Requirements/Multipliers:

Durability: 400

Weight: 10.0

Greatsword of Artorias(Holy)

Created with Wolf Soul, but you can upgrade it to +5 on top of +10 hit of the sword.

Attack Power: 120/85/0/0/100

Damage Reduction Rate: 60/10/40/40/38

Requirements/Multipliers: 24/18/20/20 C/C/B/B

Durability: 400

Weight: 10.0

Black Knight Sword

The Sword dark as the Night. It is part of the Black Knight's ominous equipment.

Attack Power: 205/0/0/100

Damage Reduction Rate: 60/10/40/40

Requirements/Multipliers: 32/18/-/- B/C/-/-

Durability: 300

Weight: 14.0

Stone Greatsword

It is dropped by the stone giants in the forest. Stone Greatsword inflicts a gravity state to the players and monsters alike when you attack, due to an inherent spell.

Attack Power: 148/100/0/0/10

Damage Reduction Rate:

Requirements/Multipliers:

Durability:

Weight: 18.0

Black Knight Greatsword

Great weapon to confront chaos demon – it is the sword of the black knight, Wander Lodhran.

Attack Power: 205/0/0/0/100

Damage Reduction Rate: 70/10/50/50/44

Requirements/Multipliers: 32/18/0/0 B/E/-/

Durability: 300

Weight: 14.0

Dragon Greatsword

You will get after cutting off Ancient Stone Dragon Tail. It adds fire resistance and is one of the rare dragon weapons in the game.

Attack Power: 360/0/0/0/100

Damage Reduction Rate: 70/10/50/50/44

Requirements/Multipliers: 50/10/0/0

Durability: 400

Weight: 24.0

Dragon Tooth

A sword created from Dragon's tooth. You will find it Anor Londo, by revealing a hidden door in a fireplace.

Attack Power: 290/0/0/0/100

Damage Reduction Rate: 50/10/35/35/32

Requirements/Multipliers: 40/0/0/0 D/-/-/

Durability: 999

Weight: 18.0

---Dark Souls – Curved Swords---

Scimitar

Small curved sword, choose Wanderer class and you will start with it.

Attack Power: 80/0/0/0/100

Damage Reduction Rate: 45/10/30/30

Requirements/Multipliers: 7/13/0/0 E/B/-/

Durability: 150

Weight: 1.5

Server

Good attack and restores HP with each hit.

Attack Power: 107/0/0/0/100
Damage Reduction Rate:
Requirements/Multipliers: 24/13/-/- E/C/-/-
Durability: 150
Weight: 10.0

Shotel

Attack Power: 82/0/0/0/100
Damage Reduction Rate: 45/10/30/30/30
Requirements/Multipliers:
Durability:
Weight:

Falchion

Attack Power: 82/0/0/0/100
Damage Reduction Rate: 45/10/30/30/30
Requirements/Multipliers: 9/13/0/0 E/B/-/-
Durability: 160
Weight: 2.5

Jagged Ghost Blade

It is dropped by the dual bladed ghosts of New Londo Ruins, 300 Bleeding stat.

Attack Power: 140/0/0/0/100
Damage Reduction Rate: 45/10/30/30/30
Requirements/Multipliers: 7/0/0/0 E/-/-/-
Durability: 100
Weight: 1.5

Murakumo

Giant curved sword forged using special methods in an Eastern Land. It requires extreme strength, dexterity and stamina to wield. It is dropped by Giant Sword Skeletons in Tomb of the Giants.

Attack Power: 143(+3)/0/0/0/100
Damage Reduction Rate: 60/10/40/10/36
Requirements/Multipliers: 28/13/0/0 E/B/-/-
Durability: 180
Weight: 12.0

----*Dark Souls – Katanas*----

Uchigatana

Beautiful sword, cuts in style and bleeds the enemy but does get nicked rather easily.

Attack Power: 90/0/0/0/100
Damage Reduction Rate: 45/10/30/30/30
Requirements/Multipliers: 14/14/0/0 -/B/-/-
Durability: 80
Weight: 5.0

The Washing Pole

Attack Power: 90/0/0/0/100

Damage Reduction Rate: 45/10/30/30/30

Requirements/Multipliers:

Durability:

Weight:

Laito Sword

Cuts the enemy in an instant. Named after Speed of light slashing technique, lai. Only the master swordsman deserve to use it. Deals 300 bleed damage. Located in Blighttown near first bonfire. Make the jump to platform below to find this sword.

Attack Power: 88/0/0/0/100

Damage Reduction Rate: 45/10/30/30/30

Requirements/Multipliers: 14/20/0/0 -/B/-/-

Durability: 80

Weight: 5.0

Chaos Blade

This evil Sword inherits the will of fire.

Attack Power:

Damage Reduction Rate:

Requirements/Multipliers:

Durability:

Weight:

----*Dark Souls – Piercing Swords*----

Rapier

It's a small Rapier.

Attack Power: 73/0/0/0/100

Damage Reduction Rate:

Requirements/Multipliers:

Durability: 150

Weight: 1.5

Estoc

It's a large Rapier.

Attack Power: 73/0/0/0/100

Damage Reduction Rate:

Requirements/Multipliers: 10/12/-/- D/C/-/-

Durability: 150

Weight: 3.0

----*Dark Souls – Axes*----

Hand Axe

Common Axe used by Pyromancers.

Attack Power: 80/0/0/0
Damage Reduction Rate: 55/10/4/40/36
Requirements/Multipliers:
Durability: 250
Weight: 2.0

Gargoyle Tail Axe

Attack Power: 93/0/0/0/100
Damage Reduction Rate: 55/10/40/40/36
Requirements/Multipliers:
Durability:
Weight:

Black Knight Great Axe

Attack Power: 213/0/0/0/100
Damage Reduction Rate: 55/10/40/40/38
Requirements/Multipliers:
Durability:
Weight:

----*Dark Souls – Blunt Weapons*----

Club

Offensive blunt force weapon.
Attack Power: 87/0/0/0
Damage Reduction Rate:
Requirements/Multipliers:
Durability: 250
Weight: 3.0

Reinforced Club

You can reinforce this club by ores.
Attack Power: 97/0/0/0
Damage Reduction Rate:
Requirements/Multipliers:
Durability: 100
Weight: 4.0

Large Club

Found off the large infested barbarian enemies in Blighttown. Deals 180 poison damage. Normal upgrade path.

Attack Power: 120/0/0/0/100

Damage Reduction Rate: 50/10/35/35/32

Requirements/Multipliers: 26/0/0/0 A/-/-/

Durability: 250

Weight: 11.0

Mace

Offense blunt force weapon.

Attack Power: 91/0/0/0

Damage Reduction Rate:

Requirements/Multipliers: 12/0/0/0 B/-/-/

Durability: 250

Weight: 4.0

Morning Star

Nothing beats an old classic Hammer with s

Attack Power: 91/0/0/0

Damage Reduction Rate:

Requirements/Multipliers: 12/0/0/0 B/-/-/

Durability: 250

Weight: 4.0

Skull Lantern

It lights the way in the tomb of giants. You can use it as fire damage strike weapon.

Attack Power:

Damage Reduction Rate:

Requirements/Multipliers:

Durability:

Weight:

Demon's Great Hammer

The Hammer wielded by the Asylum Demon. You will get it when you defeat Asylum Demon without running away.

Attack Power: 260/0/0/0

Damage Reduction Rate:

Requirements/Multipliers: 46/0/0/0 B/-/-/

Durability: 600

Weight: 22.0

----Dark Souls – Fist Weapons----

Cestus

Attack Power: 60/0/0/0/100

Damage Reduction Rate: 0/0/0/0/0

Requirements/Multipliers: 5/8/0/0 C/C/-/-

Durability: 300

Weight: 0.5

Claws

Attack Power: 65/0/0/0/100

Damage Reduction Rate: 0/0/0/0/0

Requirements/Multipliers:

Durability: 150

Weight: 1.0

Dragon Bone Fist

Attack Power: 90/0/0/0/100

Damage Reduction Rate:

Requirements/Multipliers:

Durability:

Weight:

Dark Hand

It is a weapon assigned to members of the **Dark Wraith Covenant**. When you equip this weapon, your right hand becomes the fist weapon with special effects while your left hand guards you by becoming the shield.

Attack Power: 200/0/0/0/100

Damage Reduction Rate: 80/80/80/30/30

Requirements/Multipliers:

Durability: 999

Weight: 0.5

----Dark Souls – Pole Weapons----

Spear

Attack Power: 80

Damage Reduction Rate: 80/80/80/30/30

Requirements/Multipliers: 11/10/-/- D/C/-/-

Durability: 180

Weight:

Winged Spear

Long Spear mostly used by Knights, gets this name because it has wings like protrusions on its tip.

Attack Power: 86/0/0/0/100

Damage Reduction Rate: 40/10/30/30

Requirements/Multipliers: 13/15/-/- E/C/-/-

Durability: 140

Weight: 4.5

Daemon Spear

Attack Power: 100/0/0/120/100

Damage Reduction Rate:

Requirements/Multipliers:

Durability:

Weight:

Halberd

It's a standard pole weapon.

Attack Power: 110

Damage Reduction Rate:

Requirements/Multipliers: 16/12/-/- D/D/-/-

Durability: 200

Weight:

Ornstein's Spear

You will get this spear when you kill 2nd stage Ornstein and take its soul. Take it to the smith with +10 spear and 5000 souls.(let it be known that the only blacksmith that can accend a weapon with a soul of a boss is the golem blacksmith in anor londo just before the Ornstein and Smough boss...(unconfirmed but that was the only place Ornsteins spear could be made)).

Attack Power: 90/0/0/60/100

Damage Reduction Rate:

Requirements/Multipliers: C/B/-/B

Durability: 300

Weight: 10.0

Silver Knight Spear

Attack Power: 155/0/0/0/100/x

Damage Reduction Rate:

Requirements/Multipliers:

Durability:

Weight:

Black Knight Halberd

It's black battle scythe and it is part of the Black Knight's ominous equipment.

Attack Power: 230/0/0/100

Damage Reduction Rate:

Requirements/Multipliers: 32/18/-/- D/E/-/-

Durability: 300

Weight: 14.0

Large Scythe

Attack Power: 100/0/0/0/100

Damage Reduction Rate: 40/10/30/30

Requirements/Multipliers: 14/14/-/- E/B/-/-

Durability: 130

Weight: 5

Scythe of the Life Slayer

Attack Power: 165/0/0/0/100

Damage Reduction Rate: 40/10/30/30

Requirements/Multipliers: 16/14/-/- E/B/-/-

Durability: 100

Weight: 6

---Ranged/Projectile Weapons---

Short Bow

Very useful weapon to lure enemies.

Attack Power: 31/0/0/0

Damage Reduction Rate: 40/10/30/30

Requirements/Multipliers: 7/12/0/0 D/A/-/-

Durability: 100

Weight: 0.5

Whip

It's a leather whip, virtually ineffective against armor and tough scales, does deal good damage against enemies with exposed skin.

Attack Power: 80/0/0/0/100

Damage Reduction Rate: 30/10/20/20/16

Requirements/Multipliers: 7/14/0/0 -/B/-/-

Durability: 200

Weight: 1.5

Drake Sword

Nearly a staple for your arsenal, the Drake Sword is one of the best swords you will get after the Taurus Demon. Classed as a straight sword, it can do many slash and thrust attacks in a short amount of time. This, coupled with its net physical damage of 200, means that it's a dangerous weapon to have.

But it does have its drawbacks, namely three.

1. It can't be magically enhanced by any sorcery.
2. It can't be coated with items for extra effects.
3. You need a dragon scale in order to reinforce the Drake Sword, and dragon scales are hard to come by.

So yes, the Drake sword is a powerful weapon indeed, needing only 14 strength to wield double-handed and 16 one-handed, but you have to remember that every weapon has its faults.

How to Get the Drake Sword and Dragon Greatsword

The Drake Sword is one of the most powerful weapons you can get in the first half of the game. Check out the video below on just how to earn this mighty blade.

Click this link to see the video

<http://www.ign.com/videos/2011/10/03/dark-souls-get-this-sword-its-the-drake-sword>

Similarly, after getting to Ash Lake, find your way to the end, where you find the Dragon for the Dragon Covenant. Go around the back of him, and cut off his tail. He will not move, not attack, and you can still join the covenant afterwards. This grants you the Dragon Greatsword that, when upgraded, does over 500 swing damage before stat bonus.

Boss Soul Weapons

Boss souls must be ascended by the Giant blacksmith in Anor Londo

Soul	Weapon(s) required for Ascension	Resultant Weapon(s)
Soul of the Moonlight Butterfly +1200 Souls if consumed	+10 Spear +10 Shield	Horn of the Moonlight Butterfly Crystal Ring Shield
Soul of Quelagg +8000 Souls if Consumed	+10 Curved Sword +10 Katana	Quelagg's Furrysword Chaos Blade
Iron Golem's Core +12000 Souls if consumed	+10 Fist Weapon +10 Axe	Dragon Bone Fist Golem Axe
Ornstien's Soul +12000 Souls if consumed	+10 Spear	Dragonslayer Spear
Smough's Soul +12000 Souls if consumed	+10 Hammer	Smough's Hammer

Soul of Sif +16000 Souls if consumed	+10 Broken Straight Sword / Straight Sword Hilt +10 Dagger / Greatsword / Straight Sword +10 Shield	Greatsword of Artorias Cursed Greatsword of Artorias Greatshield of Artorias
Gwyndolin's Soul +20000 Souls if consumed	+10 Bow Any Catalyst	Darkmoon Bow Tin Darkmoon Catalyst
Priscilla's Soul +12000 Souls if consumed	+10 Scythe/Great Scythe	Lifehunt Scythe
Soul of Gwyn, Lord of Cinders 20000 Souls if consumed	+10 Dagger / Greatsword / Straight Sword	Great Lord Greatsword

Other

-Fire Keeper Soul-

Special soul used to increase effectiveness of Estus Flasks by presenting it to special NPCs.

Found: *On Knight Lautrec of Carim, on Lady of the Darkling, on Daughter of Chaos, in the Undead Burg/Parish, in Blighttown, in the New Londo Ruins, and in the Duke's Archives/Crystal Caves.*

-Lord's Soul-

Special souls acquired from bosses, that must be offered to the Lordvessel late in the game.

Found: On the Bed of Chaos (Lost Izalith), and on Gravelord Nito (Tomb of the Giants)

-Bequeathed Lord Soul Shard-

Special souls acquired from bosses, that must be offered to the Lordvessel late in the game.

Found: *On the Four Kings (Abyss), and on Seath The Scaleless (The Duke's Archives/Crystal Cave)*

Reinforcement & Ascension

As you progress further in the land of Lordran, the enemies and challengees put before you will become increasingly difficult to overcome. In order to cut down your enemies with ease, leveling your character won't be enough, upgrading your arsenal will be required.

In Dark Souls upgrading can imply two things : reinforcement and ascension. Reinforcing merely means strengthening the item, no more, no less. Whereas ascending produces a change in the properties of an item, but before you can ascend you have to reinforce. So even if you are accomplishing two different acts, you are essentially doing one.

Reinforcement

In order to reinforce your equipment, you will require three things : an armor smithbox or weapon smithbox (depending on what you want to reinforce) or a blacksmith, the required titanite and the required amount of souls needed to reinforce (this can range from 100 to 10000 souls). The soul count for reinforcement doesn't change, whether or not you or a blacksmith does the job. Depending on the nature of the item you are reinforcing, the type and quantity of titanite will differ. When you can no longer reinforce an item it is ready for ascension.

Ascension

Ascension can only be accomplished by a blacksmith. In order to ascend an item, you will require : the correct ember, the proper type of titanite and the required amount of souls. Embers permit the ascension process of different properties, such as divine ascension, chaos ascension, crystal ascension and enchanted ascension, each giving it's own properties to the ascended item. Depending on which blacksmith you bring the item to, the ascension options will differ. Blacksmith Andrei will ascend standard items into divine and occult, as well as offering standard ascension, Rickert of Vinheim will ascend standard equipment to magic and enchanted, Blacksmith Vamos will ascend your items to fire and chaos status and the Giant Blacksmith will ascend your arsenal into lightning and crystal form, as well as offering special ascensions.

Shields

Just like weapons, shields can be reinforced and ascended, gaining similar properties in the process. When a shield is reinforced, it's stability is raised, a higher stability results in a greater chance of staying on your feet from great blows. When a shield is ascended and reinforced with a secondary property, not only will it inflict secondary damage, but will also progressively become immune to attacks of that property.

Armor

Only reinforcement is possible on armor, though each item can be reinforced to a maximum of +15

(the only exceptions are for unique armor sets). Each reinforcement augments Defensive stats, both physical and magical, as well as possibly enhancing defense for one or more of the resistances.

Unique and Boss Items

Unique items can only be reinforced by twinkling titanite, which is extremely rare, and cannot be ascended. Boss items can only be reinforced with demon titanite, which is moderately rare, and cannot be ascended either.

Embers

Here is the list of embers and different ascensions that can be performed. Embers are found and given to black smiths allowing the black smiths to give your weapon different attributes.

The list shows the maximum level needed before ascension is possible, if there is further ascension for that type.

Normal Weapon +5(No ember needed)

Created from a regular weapon. Can be done by any smith. Improves base attack and retains parameters

Magic Weapon +5(No ember needed)

Creates a Magic weapon from a normal weapon +5. Can be done by the New Londo smith. Adds Magic damage, and adds the Intelligence parameter bonus. As well STR and DEX parameters are brought to D D unless they had no letter before.

Fire Weapon +5(No ember needed)

Creates a Fire weapon from a normal weapon +5. Can be done by the Catacombs smith. Adds Fire damage, but removes parameter bonuses.

Thunder Weapon +5(No ember needed)

Creates a Thunder weapon from a normal weapon +10. Can be done by the Anor Londo smith. Adds Lightning damage, but removes parameter bonuses.

Demon Weapon +5(No ember needed)

Creates a unique weapon from a demon's soul which can then be upgraded to a maximum of +5. Also can upgrade certain other weapons that can be bought or found, such as the Demon Spear, bought off of Shiva from the Forest Covenant. Can be done by the Anor Londo smith.

Large Ember - Found in a chest behind the first butcher in the Depths.

Normal Weapon +10

Creates up to a normal weapon +10 from a normal weapon +5. Improves a regular weapon. Can be done by Andre the Smith in Undead Parish. Further improves base attack.

Raw Weapon +5

Creates a Raw weapon from a normal weapon +5. Improves base damage but lowers parameters.

Very Large Ember - Found in New Londo Ruins after it's drained.

Normal Weapon +15

Creates up to a normal weapon +15 from a normal weapon +10. Improves a regular weapon. Can be done by Andre the Smith. Further improves base attack while retaining parameters.

Large Magic Ember - Inside The Duke's Archives, in the room where you first fight Seath. After defeating him, there will be a chest in this room containing the ember.

Magic Weapon +10

Creates up to a magic weapon +10 from a Magic weapon +5. Can be done by the New Londo smith.

Enchanted Ember - Found in Darkroot Garden, in the "Pt. 2" section, between the two large mushroom enemies in the pond.

Enchanted Weapon +5

Creates an Enchanted weapon from a Magic weapon +5. Improves Intelligence parambonus at the cost of base power.

Divine Ember - Found after the Moonlight Butterfly in Darkwood Forest.

Divine Weapon +5

Creates a divine weapon from a normal weapon +5. Can be done by Andre the Smith. Prevents monsters from being revived. Adds a Faith parameter bonus.

Large Divine Ember - Found in the Giants Tomb after meeting with Patches. Follow the narrow cliff around, drop into large chamber, guarded by no less than 7 Giant Skeletons, I suggest sniping.

Divine Weapon +10

Creates up to a divine weapon +10 from a divine weapon +5. Can be done by Andre the Smith.

Occult Ember(aka Dark Ember) - Used to forge Occult weappns; found in Painted World of Ariamis, in Annex guarded by the Mutated Dredges. Need the Annex key which is found in the sewers after first fog door.(Added by Cruel_Swagger)

Occult Weapon +5

Creates an occult weapon from a Divine weapon +5. Improves Faith parambonus, but reduces others. Deals Occult damage, opposite of Divine.

Crystal Ember - Found in Duke's Archives.

Crystal Weapon +5

Creates a crystal weapon from a normal weapon +10. Crystal weapons break very easily and cannot be repaired, but boast incredible base damage.

Chaos Flame Ember - Found beneath Quelaag's lair in the lava behind the Taurus Demons.

Chaos Weapon +5

Creates a chaos weapon from a fire weapon +5. Chaos weapons' damage scales with Humanity.

Farming

Farming is a repetitious method of acquiring items or currency through various ways for different purposes. In the case of Dark Souls, farming involves gathering souls and useful items to level up, build stats, increase the quantity of consumable items, gather upgrade materials, and etc.

There are specific areas within the game where you can acquire souls quicker and/or easier than other areas. Also, certain enemies will drop items more often or only drop that specific item. Furthermore, merchants will sell specific items that are sold among other merchants.

Below are links where you can find a suitable soul farming area or beneficial upgrade material for your weapons and armors.

- [Soul Farming](#)
- [Upgrade Material Farming](#)

Soul Farming

Undead Burg

Early on in the game, you can rest at the first bonfire in the Undead Burg and use it as your home base as you level up. The enemies near the building will net you a decent amount of souls early on, so hang around here for an hour or so to prepare your character for the challenges ahead.



Once you get to the bridge with the drake at the end, go half-way down the bridge and then down the staircase to your right. Notice that the drake breathes fire, killing many undead and gaining you up to 555 souls. Once down the staircase, go through the entrance leading back to the bonfire in the Undead Burg (remember to lower the ladder). Once you have rested at the bonfire, climb back up the ladder and stairs and quickly step onto the bridge and then back down the stairs. This will trigger the dragon to breathe fire, killing the new undead, and normally gaining you another 555 souls. Run back to the bonfire, and repeat.

The Depths

If you can avoid being cursed, The Depths are a great place to farm for souls. An average run through the area only takes about 15 minutes, but it will gain you about 10000 souls each time. Sweep the area a few times to boost your character up enough to take down the Gaping Dragon with ease.

Darkroot Garden

This place will get you around 7k souls every 3 minutes (depending on the player level and skill). In Darkroot Garden you will find a door sealed with a white circle in the center. The way to open the door is to purchase the key from the blacksmith it will (cost: 20,000). When you open the door you will find 6 human enemies: a Mage, a Clerk, an Axe Wielder, a Thief, an Archer and a Knight, each giving souls ranging from 1,000-5,000. The Knight, the Archer and the Thief are in ghost form so you cannot lock on to them which makes fighting them a bit of a hassle, but still you can avoid them by staying on the right side near the edge and pulling the other 3 enemies. Fighting only the three enemies will get you 5,000 each run.

A easier way is to equip light armor and run into the forest and attract all human and ghost enemies and run back to the gate, make sure they follow you. DO NOT RUN UP THE STAIRS! Just run to the path on the right side of the stairs to the end. They will not follow you that way and instead will run up the stairs and jump at you but they will miss and commit suicide. It takes about 2 to 3 minutes to do this. You don't have to be a high level. An easy way to level up.

Anor Londo

There are six Sentinels that stand guard near the first bonfire in Anor Londo. Each one will net you 1500 souls. Take them out, rest at the bonfire, and repeat.

Once you get into the main building in Anor Londo there is a segment with a bonfire/silver knights that respawn/the sunlight knight(if still alive)If you have the covetous silver serpent ring(acquired on a ledge near the bottom of the Tomb of the Giants)this ring raises the soul amount of any kill this can net you 900 souls per silver knight and 1080 if you have the ring mentioned above. once you open all the doors on floor with the bonfire(4 knights on this floor in total)you can reset at the bonfire and get 4,000+ in a short time assuming that you can one hit kill them with magic or some other option depending on your character.

If you decide to kill Gwynevere in Anor Londo, most of the enemies there will disappear. However, 2 knight enemies will appear in the area right before you fought Smaugh and Ornstein. Killing these enemies will get you 5000 souls each, and can it can be done in a minute or two if you're a fairly high level. Unfortunately, they only respawn when warping to the "Chamber of the Princess" bonfire. Once the two knights have been slain then take the stairs to the left and continue to the bonfire in the castle killing the Silver Knights for extra souls. From there warp back to the "Chamber of the Princess" bonfire and the two knights will respawn. If you equip the Covetous Silver Serpents Ring then each knight is worth 6000 souls and each silver knight 1080 souls. This is 16, 320 souls each trip. Another option is to use a Homeward Bone or the "Homeward" miracle (18 faith req) to quickly warp back to the "Chamber of the Princess" bonfire after killing the two knights. ***note: on NG+ with the Covetous Silver Serpents Ring equipped each knight yeilds 18k souls.

The Duke's Archives

After you get killed by Seath the Scaleless for the first time, you'll be imprisoned inside the Archives. After you escape, kill all the Pisaca, and turn off the warning siren, go back to the bonfire. The Pisca will have respawned, but they now huddle at the bottom of the chamber near Big Hat Logan's cell. Wear the Covetous Gold Serpent ring to increase humanity drop to about 50%. Not only do they drop 300 souls each, but every 3 or 4 will also drop a Humanity. Repeating this over and over can net you 3000 souls and a few Humanity in only a few minutes time.

Open Area After The Duke's Archives

Just after you finish the Duke's Archives, but before you get to the Crystal Caves, there is an area outside with many blue golems. Killing them will grant you 800 souls each. There are 11 in the area for a total of 8800, or 10560 if you have either the ring or helm of Avarice on within about 5-8 min for a

round trip. Just make sure you pull one from the group of three to avoid being out numbered; two are easily taken on.

This is also the place to farm blue titanite chunks, as with the golden serpent ring every 5-6 kills will net you one blue chunk.

Crystal Caves

After fighting Seath the scaleless, you can active the bonfire and leave or take advantage of the clams in the previous room, Each clam nets 1000 souls, along with purging stones and twinkling titanite. After you've gathered all the twinkling titanite you want, head to firelink shrine and sell the purging stones to kingseeker for 1000 souls apiece.

With the right strategy you can get yourself a total of 6k souls in 2-3 minutes as well as a 50% chance of getting a purging stone & usually 1-3 twinkling titanites each time. Getting 99 purging stones nets you 99,000 souls from kingseeker.

Very effective Farming spot!

Summoning At Bosses

At any major boss battle, for example Priscilla the Crossbreed, place your summon sign at the nearest bonfire or right in front of the fog door. Allowing other players to summon you gives two major benefits. One, not losing accumulated souls upon failing. Two, netting a large amount of souls and one humanity upon success.

This is also an easy way to accumulate Sun Medals if you belong to the Warrior of Sunlight Covenant.

Tomb of the Giants

After the second bonfire, slay (or run) your way thru the skeletons until you reach the Pinwheel clones. After dispatching the 5 Pinwheels, wander in circles around in the lowest region until you have a large group of "baby skeletons" (only 9 can spawn at once) following you. Head back towards the entrance ramp, equip a weapon that has a wide arc attack (such as an axe) and wait for them to bunch up, then swing for the fences. The baby skeletons only have ~50-100 hp, depending on your playthru, and damage that exceeds their max hp in one hit will result in 20% bonus souls. Each skeleton gives 100-200 (121-242 depending) souls, x a maximum of 9 will result in 900/1800-1089-2179 souls. Once the skeletons are dead, wait approx 10 seconds and head back down ramp into water. Run in a circle, and repeat. The skeletons also have a decent humanity drop rate (but it will fade if you kill them while standing in water, for when they respawn their drop fades away). Warning, the skeletons will inflict TOXIC status if they hit you too much, equip a Ring of the Evil Eye to counteract. This spot can easily net 250k souls in 2 hours, along with enough Humanity to max out Chaos Servant/Darkwraith covenants.

Firelink Shrine

The easiest way to get approximately 9900 souls is in the firelink shrine. You'll just have to do 3 things:

- 1.) Reach tomb of the Giants and recruit patches from there.
- 2.) After recruiting Patches, buy 99 prism stones from him (it only cost 10 each).
- 3.) Feed the prism stones to Kingseeker Frampt for 100 souls each. Which means, 99 prism stones = 9900 souls :) (This doesn't seem to work after a certain point due to patches{ To the game software, not the punk who kicks off the ledge ^^ }

Kiln of the First Flame

There are five black knights, each wielding either: a sword, a greatsword, an axe, a spear. They each drop a variety of black knight items, as well as a guaranteed chunk of titanite. The first knight wielding the sword drops a regular titanite chunk, the second with the greatsword drops a red titanite chunk, the third with a sword drops a regular titanite chunk, the fourth with the axe drops the white titanite chunk, and the fifth with the spear drops the blue titanite chunk.

I found this the best way to get the chunks I needed, as well as netting a fair bit. Each knight in NG drops 1200 souls, and with the covetous Silver Serpent Ring, that is 1440, let alone if you overkill(I just used pyromancy, with a Bellowing Dragon Crest Ring and Crown of Dusk, Ascended +5 Flame, took out each knight in 1 hit for Great Fireball. I just kept killing the first knight and warping to the Firelink Altar Lordvessel, as it was the fastest way to get the regular chunks I needed, as well as get a couple levels.

Painted World of Ariamis

After completing the majority of this zone, you will have a clear path opened up between the bonfire at the beginning of the zone and the fog gate in the back. Starting at the bonfire, go into the initial area, killing the 3 minor enemies here and then progress through the opened door. Killing the large gathering of "goo warriors" is fairly easy if you have a weapon with either a sweeping attack or a long range (I really like using the +5 Titanite Catch Pole here). Simply strafe the majority of the enemies and take a swing or two when you are to the side of a group of them to make this really quick. Next, simply go through the bottom level of the open tower and cross the bridge, killing the 2 archers and 5 swordsmen. Finally, kill the knight at the end of the bridge to receive a large titanite shard (Every time!). This whole process takes around 4-5 minutes and is relatively easy. Depending on how confident you are, you can either run all the way back to the bonfire to reset, or jump off of the side of the bridge to speed things up a bit. All in all, the whole run should net you just over 11000 souls and a large titanite shard every time, and only takes about 5 minutes.

Upgrade Material Farming

Titanite Chunk

- Drops from Black Knights in Undead Burg, and Darkroot Basin.
- Drops from the first and third Black Knight in Kiln of the First Flame(100%).
- Drops from Darkwraiths in the lower New Londo Ruins. Best farm route in the game.
- Drops from the large knights guarding the entrance to the Orstein & Smough boss fight in Anor Londo
- Drops from Crystal Lizards

Darkwraith farm route (best by far): From Firelink bonfire run to the New Londo bridge , pop the curse item to kill the two ghosts, jump down to the area with a little bit of water and kill the 1 wraith, on the right is an illusionary wall with another behind it, lure it over the bridge to you so it doesn't fall off after dying. Now go left of the stairs in front of you where you find a set of downstairs and take out the dark wraith there. No go back up , and go up the stairs that you skipped before , but don't enter yet. Wait for the 2-3 ghosts on the left of the entrance to come and kill them. Bait the dark wraith on the right side of the pillars inside to come out , kill it, then kill the second dark wraith who is inside on the left. Now run through and turn right around the corner for another dark wraith, kill it. Then turn around and jump down from where you can summon Beatrice (towards the area with the drakes) . A darkwraith will jump down from in front and to the left, kill it. Run up to where he jumped from, and through the little building and kill the dark wraith on the other side. Run up the short steps and just a couple steps forward to pull the darkwraith from across and to the left to you without pulling the one on the left. After killing that one, proceed to kill the one on the left. No go across to the other side, and in the last wooden shack on the right is the final dark wraith. **Total is 11 darkwraiths and about 30,000 souls** in a regular game (not NG+). **I usually get 5 per run with 10 humanity and a golden covetous ring or helm of avarice.**

Titanite Slab

- Drops from Crystal Lizards (relatively rare)
- Drops from Darkwraiths in the lower New Londo Ruins (Rare Drop, about 1/100 which means you could get none in 300 or 4 in 20, but after 1000s of trials it will roughly be 1/100.)
- Drops after defeating the Stray Demon boss upon your return to the Undead Asylum
- Given as a gift if you successfully complete all parts of the Sigmeyer of Catarina quest.

Green Titanite Shard

- Drops from slugs (5 at a time) at ground level of Blighttown
- Drops from the Burrowing Worms in Demon Ruins.
- Drops from the slimes in the depths, though the slugs are a much better method, despite their distance from the bonfire.
- Feed Frampt a blue or red titanite chunk and get 3 green titanite shards.

- Bought from merchant in Sen's Fortress for 4000 souls, as well as the Giant blacksmith in Anor Londo for 3800 souls.
- Drops from tower knight in Sen's fortress.
- Drops from the Baldur knight's in Sen's fortress.

Blue Titanite Chunk

- Drops from Crystal Golem in Darkroot Basin and Crystal Cave
- Drop from fifth Black Knight in Kiln of the First Flame(100%)
- The golems outside of Crystal Cave will drop these about 1:5
- Drop from the Moonlight Butterflies within the Crystal Cave.

Blue Titanite Slab

- One can be found in the crystal cave after an invisible walkway that starts at one end of the crystal li (bring prism stones as the invisible path turns roughly halfway through, and it's easy to fall if you forget to search for the turn).
- Rare drop from Moonlight Butterflies in crystal cave

Red Titanite Chunk

- Drop from octopus enemies in Lost Izalith
- Drop from the second Black Knight in Kiln of the First Flame(100%)
- Can be acquired by dropping a normal pyromancy flame (Not fully upgraded) in Snuggly the crows nest once a playthrough.

Red Titanite Slab

- One can be found in Demon ruins
- Rare drop from tentacle plant things in Lost Izalith
- Can be obtained by dropping an ascended pyromancy (bring glove to +15 then ascend with the blighttown pyromancy merchant, but do not upgrade further!) glove in the crows nest, once a playthrough.

White Titanite Chunk

- Drop from Pinwheel enemies in Tomb of Giants area before Nito's fog.
- Drop from the fourth Black Knight in Kiln of the First Flame(100%)
- Rare drop from the chaos eaters of lost Izalith.

White Titanite Slab

- One can be found in the Tomb of the Giants, located in the room directly before fighting the area

boss(room with baby skeletons and pinwheel enemies)

- Rare drop from the pinwheel enemies in the area before the boss room in the tomb of the giants.

Twinkling Titanite

- Upgrades weapons that cannot be regularly upgraded.
- Drops from Giant Clams in Ash Lake and Crystal Cave(rare). The latter are a good place for farming, since there are 6 of them near a bonfire (if you defeated Seath).
- Trade Moss with Snuggly the Crow in undead asylum.
- Drops from Crystal Lizards
- **Can be bought from the giant blacksmith in Anor Londo for 8000 souls (As of patch 1.05)**

Large Titanite Shard

in sen fortress after finding the first bonfire head up for the first and second stairs but before heading to the third you will see far at a front of you a black iron knight equip Covetous Gold Serpent Ring to increase your luck so that you will gain from him large titanite shard and buy during this plenty of time you could go for the merchant that is in the tower and buy more large titanite or green titanite, or you could go to the that beast that keeps throwing boulders on you and kill to get many souls to buy more shards.

- another way is going to the depth after resting at the bonfire equip the Covetous Gold Serpent Ring then go kill the slugs that fall from the roof, go take a spin at the area you can also find rats and kill them for humanity or if you were at the gravelord servant convenient you can kill the cursed frog for the eye of death (if you were afraid of being cursed you can wear the paladin armour you will have no worries believe me)

Demon Titanite

- Drops from Prowling Demon
- **Drops 2 from respawning Prowling Demon in Lost Izalith shortcut along with 5000 souls per kill.**
- In Anor Londo, one can be found on a ledge beside the room with the elevator, early on.

Farming the slugs (how and why):

In Blight town, particularly the swamp, is an area with many slugs, which are easy to kill and have a high drop rate of both Large Titanite Shards and Green Titanite Shards. Whenever they drop Green Titanite Shards they always drop 5 at a time. Each one can be broken down into 5 (Small) Titanite Shards, meaning when a slug drops Green Titanite Shards you get the equivalent of 25 Titanite Shards in one drop. Typically I will get about 3-6 drops every single run while wearing the Covetous Gold Serpent Ring (which boosts Item Discovery to 300). So in just a couple runs you can upgrade several weapons to +5 and probably a couple all the way to +10!

I recommend you also get the Gold-Hemmed armor set for poison resistance, and definitely the Rusted Iron Ring to avoid being constantly poisoned so that you can sprint through the swamp with high poison resist. From the bonfire kill the big bug to the left and run straight across the swamp. Now hugging the wall continue leftwards as the wall turns and you should encounter your first group of 4 slugs. Also while you're here the swamp flies will not chase you (JOY!).

Just continue along this wall killing slugs and you will find a large nest of them. After killing this group double back but go rightwards and sprint over the water to the walkable tree to just barely avoid poisoning. Then turn around and kill those 3 slugs, and there are 2 more under the top part of the tree walkway.

To maximize efficiency carry Homeward Bones or the equivalent faith spell to teleport back to the bonfire and then repeat the farming route. To be even more efficient place a summoning sign by the bonfire everytime. The boss is very easy to kill with magic at range (I'm a melee character and i still use magic on that boss) for 1 humanity point and another 10,000 souls! Another tip is that killing them with magic (which is easy because they're so weak) gets you 121 souls instead of 100 souls, and the difference amounts to an extra 5 kills worth of souls each run. I personally use a bow from the shore to lure them to me , aggroing as many as i can before the first one I shot gets dangerously close , and then finish them with magic. This way you're herding them all to the shore making it easier to retrieve drops without being poisoned.

Time saving tip:

To avoid the poison mosquitos while slug farming, head up the large tree root on the left and bash through a couple of illusory walls behind chests to reach the Great Hollow bonfire. Using this bonfire as your homebase will avoid the mosquitos as they only spawn nearer the sewer bonfire.

Cheats and Exploits

There is a way to exploit hawk girl's item trading when you return to the prison. You can get infinite amount of twinkling titanite and demon titanite by doing the following:

Demon titanite: drop 1 prism stone in hawk girl's nest and exit the game. Load your save file and you will be right where you left. Before you pick up the already converted item, drop another prism stone and then pick the demon titanite. Exit and load again with another demon titanite waiting for you. You can repeat until you get 99 of the said titanite. This only works if you have not previously traded the prism stone. If that is not the case you can do it in a new game or new game +.

Twinkling titanite: the very same steps as demon titanite, but you would need to drop blooming purple moss clump. The reward is 2 twinkling titanites.

Note: both prism stone and blooming purple moss clump can be purchased from the undead merchant (female).

- ◦ This will be patched with the upcoming 1.04 patch **

(However, Twinkling Titanite will become purchasable in 1.04)

No Death Exploit

Exploit Warning

The following exploit does put your saved data at risk of being corrupted. The Dark Souls game even warns you about the possibility of corrupting your data while doing this. Attempt this exploit at your own risk. Note that the conditions for this exploit have been tested in single-player mode only.

Cheating isn't for everybody. But then neither is Dark Souls' punishing difficulty. If the game has you stumped, or perhaps you just want to experiment with the power, check out the exploit below. Don't like cheats? Let Namco know you want the game patched. Or just ignore the text below. Cheers!

Click this link to see the video

<http://www.ign.com/videos/2011/10/13/dark-souls-how-to-cheat-death-save-game-exploit-hd>

Usually when you die in Dark Souls, you warp back to your last bonfire and all of the enemies you killed respawn. *However*, when the screen fades to black after the words You Died are displayed, you can cheat death by hitting the "PS" or "Xbox Guide" button and choosing "Quit Game."

Immediately reload your saved data, and you'll find yourself back at the exact spot you died with full health and all of the enemies still dead. You'll still have to grab your bloodstain to regain your souls, but it should be just a few steps away.

What This Means

Since bosses regenerate life (and peon enemies respawn) when you die and retry, this exploit allows your character to respawn with full health *while* retaining the damage done to a boss, as well as keep track of enemies killed.

Players who are "into" Dark Souls should figure the rest of this out ...

Infinite Souls/Humanity Exploit

Exploit Warning

Exploits aren't for everybody. But then Dark Souls' punishing difficulty means if something can be done easily, most sane players will act on it. If the game has you stumped, or perhaps you just want to experiment with the power of having infinite souls, check out the exploit below. Don't like cheats? Let Namco (or FromSOFT) know you want the game patched, or just don't do the exploit.

This is an in-game exploit (much like duplicating items in pre-patched Elder Scrolls 4 or Dead Island), and not really a purpose-built "cheat." If you're going to deface the wiki, at least learn the lingo.

Click this link to see the video

<http://www.ign.com/videos/2011/10/20/dark-souls-infinite-soul-exploit>

In order to complete this exploit, you'll need to have joined the Path of the Dragon Covenant at the end of Ash Lake. This will reward you with the Dragon Head Stone item. You also need either the Grass Crest Shield or the Cloranth Ring. The shield is found near the bonfire in Darkroot Basin, while the ring is located at the top of The Great Hollow. These two boost your stamina recovery, allowing you to use the exploit for as long as you want.

Unequip any headgear you may have and make sure that the only two items you have in your usable slots are the Dragon Head Stone and the Estus Flask. The next part is strange and requires some very quick and precise timing. Have your character face away from you with the Dragon Head Stone equipped. As soon as you use the item, turn around so that you are now facing the camera, while simultaneously hitting down on the D-Pad and holding the use button again. If your timing worked, you're character will enter the fire-breathing animation, but instead will continually use whatever item you ended up switching to. This will last for as long as you hold down the "Use" button, long after you run out of whatever item it is.

We recommend getting the technique down using the Estus Flask so that you can just refill them at a bonfire afterward. It's important to note that you will lose whatever item it is at the end of the technique.

This exploit can be used in two major ways. If used with Humanity, you can raise your Humanity level to as high as you want to. Secondly, you can use it with any soul item to gain as many souls as you desire. As long as you keep holding down the button, your soul count will continually raise in increments of whatever the initial value was. Using this exploit with an item like the Soul of a Hero will give you 10000 souls per second for as long as you want.

Keep in mind two things. One, using this to raise your soul level higher will most likely mean you will have little to no multiplayer interaction; you can only interact with other players within 10 soul levels of yourself. Second, using this glitch in a game that derives its enjoyment from difficulty sort of defeats the purpose. If you jack up your soul level and cease to have any challenge versus anything in the game what fun is it?

Hydra - Ash Lake

Confirmed: While I was in Ash Lake, there was a Hydra. I wanted to look around first, so I ran from it only to find it chasing me. I just kept on running all the way to the other end of the area where there is a bonfire and the Dragon that lets you join the Dragon Covenant.

After I spoke with the Dragon and got his tail (Dragon Greatsword) I went back out and the Hydra was in the distance facing the big tree.. I walked forward some more and it started to go through the tree, it then just died and I got 10,000 souls for doing nothing. I got a friend who is in the same area to try it exactly as I just did and...exactly the same thing happened. A few people on the forums have tested to confirm and its a yay :) I hope this helps people.

Very odd bug but a free kill.

(This may not happen every time. I've played through the game nine times, achieving this 3 out of the nine. Perhaps someone can find the garaunteed route to cause this?)

Note Also: The same thing can happen with the fire drake on top of the bridge. After getting his attention (read: highly probably death) if you can make it to the knight opposite the fire drake who Praises the Sun and talk to him, it is possible to receive 10,000 souls also for doing nothing and the fire drake will be gone.

Character Builds

There are a near infinite amount of ways to build your character in Dark Souls. With that being said here are a few strategies for building your character.

Knights Build

The Following is a Level 42 Knight build with healing spells. I've rolled through many Darkknights and Mini Bosses with this build.

SKILLS

Vitality:25 Attunement:10 Endurance:15 Strength:20 Dexterity:16 Resistance:10 Intelligence:9
Faith:18

EQUIPMENT

Full set of Starting Knight Armor+2. Drake Sword, and Bow.

Health Build

Basing your character around high health and any other stat of your choice (mostly strength or endurance).

This build has helped me in a couple ways that I actually really liked. It seemed to help with mimic chests. I've read elsewhere that it instantly kills you but whenever I open them they only take about 1/5 of my health. Also when a monster decides to leech off your health and you have no control. This is usually a fatal thing that happens in combat, with high health though it seems that it almost has almost no effect (of course your going to need some physical defence). It also helps when being poisoned or having been affected with toxic (making it back to bonfires). It has helped me in a couple of boss fights too (especially when I was pretty unsure of myself). Letting me be able to take extra hits in order to hang around longer to understand the bosses patterns. I seem to be able to kill bosses to first try on any random encounter.

Now I use heavy armour with this. Either the Stone armour set, the Black Iron armour set (upgraded or course), or Havel armour set. Also with a great sheild and a ultra great sword (this is due to high strength). I'm not sure how this build would do with a Light Armour user, or person who likes lighter weapons (spears, daggers, ect.). But I would suggest that if you do want a health build and you do want to use light armour either focus more on endurance than you would strength or any others. And for heavy armour users I would highly suggest the use of Havel's Ring and the Ring of Favor and Protection.

Just for a warning if a player does like the use of miracles and magic more than melee. This might not be a build for you. This build seems to direct the same strategy toward ever enemy (weak or powerful). And it also seems to neglect the use of sorceries or miracles. I have not used a single

miracle in the game but I have used some sorceries. This is mostly due to the high cost of levels.

High Resistance/Endurance

Get the Drake Sword, and the necessary strength and dexterity. Further increasing dexterity will make your bow more effective, and I'd bring both skills up to 18.

Once you find some more pyromancies, up your attunement to 12 to get 2 slots. As magic won't be your primary asset, 2 slots should be plenty.

From here I recommend pouring your stats into Endurance, and Resistance more or less equally, with a few going towards Vitality every so often. Resistance is hugely useful and is often forgotten. Resistance always increases all your defensive stats by 2 points at least, and will boost your resistance to poison and curses. Having already put my resistance at 18 when I entered The Depths, I was never cursed once although I did come close. It was never really a concern though.

It comes in handy in Blighttown with the poison being everywhere. Being able to take two blow-gun darts without going Toxic is a great help.

Higher resistance is in a sense equivalent to higher HP. But as you raise your resistance, you'll find that all attacks in general do less damage to you. The other BIG advantage is you will need to use less Estus Flasks, since your HP bar won't be so big and you can take more hits over time.

This strategy makes boss fights much more manageable, and helps you greatly against enemies using special abilities. Probably the only weakness in this strategy is that with less HP you will have to be good at blocking. Failure to block with a good shield will get you in trouble.

But this combo makes it so that you can block attacks with your high endurance, and rarely worry about being knocked back. Blocking elemental attacks becomes easier as the resistance makes up for whatever your shield doesn't handle.

Keep your armor between 25-50% so that you have good mobility. Hard Leather Armor is really great for this build and it can be leveled up easily enough by buying shards from the Merchant in the Undead Parish. It provides better resistance to elements and status effects than typical metal armors. Mobility is not compromised Plus some of the enemies up above drop shards. Leveling your armor and pyromancy glove is critical. The Drake Sword is hard to level up given the rarity of components (Dragon Scales) but each one is +20 damage, so focus on leveling that. Use the Ring of the Evil Eye to keep your HP full, and your other ring can be whatever suits the situation, the Rusted Iron Ring is invaluable in certain areas.

Intelligence Builds

Light Armor:

Magic is one of the strongest allies in the world of Dark Souls. A high intelligence can quickly take out tough demons in Dark Souls. If you are going to take this route then I suggest starting off with the Pyromancer at the beginning.

There are a few different routes you can take when focusing on magic. You can keep yourself light and nimble, sacrifice some mobility for armor, or trade all mobility for protection. I personally sacrifice a little mobility for the armor.

If you want to keep full mobility you will need to keep your equipment load under 25%. Ex: total amount equipped 25/100. You can check this by hitting start and scrolling to view status. Your final loadout for this path should include, enchanted falchion +5, sunlight shield +10, pyromancy flame +5, tin crystallization catalyst, gold-hemmed armor set, bellowing dragoncrest ring, and ring of favor and protection.

To ensure 100% mobility with this loadout you will need your endurance to be at least 25. Strength should only be increased to 16 in order to use the Drake Sword. Dexterity follows the same rule as strength. Only upgrade this high enough to use the Drake Sword, which requires a dexterity of 12.

To ensure you don't die in two hits from everything level up your vitality to around 20.

Make sure you level your attunement to 19 so you can use five magic spells. Some of the spells you should be using in your first playthrough are, great soul arrow, homing soul mass, combustion, and fireball. (Note: Spells used will vary as you progress.) Resistance and faith should remain untouched throughout the game. Lastly, Magic needs to be nearly twice as high as anything else. By the end of the game your magic level should be around 34-40.

With this build you should be around level 70 when the game is complete. This build is geared towards taking down bosses quickly and easily.

Medium Armor:

If you are willing to sacrifice a little mobility for some extra protection I highly recommend using pieces of the black iron armor set. Keep everything from the previous loadout and substitute the Gold-Hemmed Armor for Black Iron Armor and gauntlet pieces. Make sure you level these two pieces up to +5. By sacrificing your mobility you not only acquire more armor but poise as well. Poise determines whether or not your character will stagger when struck by an attack. The higher the poise the stronger the attack has to be to stagger your character. This in turn affects how you cast spells. If a ranged attack hits you while casting a spell you will no longer be interrupted using this armor. Of course ranged attacks are not the only attacks that your character will not stagger from.

Some spells you might want to carry around with you are: Homing Crystal Soul Mass, Combustion, Soul Spear, and Fire Orb. Once again these spells vary depending on your progress in the game.

This build also works great for PvP.

A few spells I would recommend for PvP are: Homing Crystal Soulmass, Great Combustion, Poison mist, Fire Surge, Great Fireball, White Dragon Breath.

PvP Strategies

Homing Crystal Soulmass is great when there is a small distance between you and your foe. Cast this and then quickly make an offensive move on your enemy. Try approaching quickly with fire surge after casting soulmass. Fire Surge is one of the few spells you can continually cast until it empties while walking, which makes it great for pvp. Moreover, Approaching with fire surge may make your opponent nervous and force him into a mistake like catching your opponent rolling. After your soulmass has attempted to strike the opposition back up and try again. This is probably your best and safest approach option.

If you can get your foe backed into a room or corner try casting poison mist. This is great if your opponent keeps blocking most of your magic attacks. Poison mist will slowly drain health, which can lead to an opening when he heals.

If you want to keep your distant and chip at your enemies health try using Great Fireball and White Dragon Breath. These spells are slow to cast so make sure you keep your distance.

Great Combustion is great option for quick openings as well as your Enchanted Falchion. The falchion can be used for quick subsequent attacks as well.

Heavy Armor:

If you dont care about mobility and just want to stand there and take punishment then equip the full Black Iron Armor Set. Once again make sure you upgrade this armor as much as you possibly can.

In this build you might want to consider putting more points into strength to use the enchanted murakumo +5. This weapon requires 28 strength but packs a serious punch. It has a slower attack than the falchion but the murakumo is the strongest of all intelligence boosted weapons in the game. Of course If you want to use all of this armor you will have to sacrifice some of your intelligence for strength.

DLC

Despite a previous statement from FromSoftware, asserting that there would be no DLC for Dark Souls, new DLC is being released for the console versions of Dark Souls. This news comes on the heels of a PC port that will feature all-new content.

Console devotees will not be left out of the fun. The Artorias of the Abyss DLC will be made available in winter 2012 for 1200 Microsoft Points or 14.99 USD on the PlayStation Network.

Patch Notes

A page to document changes of each Dark Souls patch.

- Version 1.05

Version 1.05

Version 1.05 Released 2011 November 23

Magic Changes

- Pyro Glove nerfed from 270 to 230.
- You can see resonance signs now.
- Vow of Silence range increased.
- Sorcery spell damage as a whole was slightly buffed, but Homing Soul Mass and other pursuit style spells were nerfed.
- Magic Shield duration lowered to ~11 seconds.
- Strong Magic Shield duration lowered to ~11 seconds.
- Invincibility removed. Effect on Stamina drastically reduced.
- Tranquil Walk of Peace and other Slow duration reduced to ~10 secs. Effect supposedly changed from 100% encumbrance to 50%. Rolling possible if your equip burden is lowered. Slowness is similar to swamp effect.
- Iron Flesh effectiveness nerfed.
- Invisible Body duration remains unchanged.

Status Changes

- Base Equipment Burden increased (~6-10 points)
- Humanity Item drop rate increased from 10 to 210
- Medium roll recovery faster? (unclear and unconfirmed)
- Defensive bonuses gained via Humanity reduced. Other defensive bonuses remain unchanged.
- Item discovery gained via Humanity improved. Capped at 20.

Equipment General Changes

- Reported some weapon scaling gets improved at higher normal upgrades (+15 uchi dex scaling goes to A).
- Some scaling reported as changing from A to S with higher upgrades.

Upgrade Changes

- Normal scaling buffed by 5-20% (20% at +14).
- Crystal scaling buffed by 5-20% (20% at +4).
- Lightning +4 nerfed by 2% (+5 remains unchanged).
- Raw scaling buffed by 10% (all levels).
- Magic stat scaling buffed by 10-20% (20% at +9).
- Enchanted stat scaling buffed by 15-20% (20% at +4).
- Divine stat scaling buffed by 10-20% (20% at +9).
- Occult stat scaling buffed by 15-20% (20% at +4).
- Fire +9 nerfed by 2%. (+5 remains unchanged)

- Dragon stat scaling buffed by 5-20% (20% at +5).

Specific Gear Changes

- Grant scaling changed to Strength:B and Faith:A
- Gold-hemmed nerfed, still can't be upgraded.
- Dust skirt nerfed hard (streamlined to match the other pieces).
- Silver Knights, Sun, Hollow Soldier's Shield and other medium shield stability nerfed to ~70 at max upgrades to improve Great Shield viability.
- Crystal Ring Shield scaling drastically nerfed. Does around ~200 +-50
- Dragon Greatsword buffed from 360 to 390.
- Silver Knight's Sword lightning effect removed. Now enchantable.
- Elite Knight gear nerfed, then buffed slightly in 1.05

Combat Changes

- Lock-on acquisition range increased.
- Lock-on changing/switching got easier (more responsive).
- Ring of Fog users can now be locked on.

PVE Changes

- Overall increase in souls gained (~2-2.5 times more)
- Damage reduced on some mobs?
- HP lowered on some mobs?
- Reduced acquisition range on normal enemies.
- Supposedly reduced poise on some enemies.
- Bosses drop Humanity and Homeward Bones
- Ghosts and Skeletons give souls now.
- Twinkling Titanite drop rate improved.
- Pyromancers in Catacombs drop Skull Lanterns.
- Darkwraiths in New Londo drop Dark Hand.

Online Changes

- You can see resonance signs.
- Some invasion restrictions possibly changed? Darkwraith upperlimit confirmed as unchanged.
- 1.05: Summon restrictions improved slightly again.
- Amount of souls the Master of the game gains changed.
- Cracked Eye Orbs no longer get consumed on failure.

Confirmed

- You can hit Select to rate messages.
- 1.05: Fixed 1.04 bug where summon signs were invisible.

Covenant Changes

- Covenant Material drop rate improved.
- Lowered requirements for Sunbro covenant (requirements moved from 50 to 25. 3/4 assists should do the trick)
- Praising the Sun is now even better.

Other Changes

- Official Guide nerfed.
- Forest Hunter NPC farming remains unchanged.
- Dark Anor Londo NPC farming remains unchanged.
- Kiln Skip Glitch still works in 1.05

Merchant stock updates

- Male Undead Merchant: Also sells bottomless box
- Female Undead Merchant: Sells Arrows / Crossbolts
- Andrei: Sells Arrows / Crossbolts
- Domnhal of Xena: Sells Arrows / Crossbolts, Master Key (5000)
- Giant Blacksmith (Fapsmith): Sells Arrows / Crossbolts, Small Titanite Shards, Large Tit Shards, Twinkling (8000 per, inf amount), Green Shards, Repair box, upgrade boxes
- Vamos: Arrows / Crossbolts, Small Tit, Large tit, Repair box / upgrade boxes
- Ingwood: Sells Transient Curses

Fixes

- Fixed some freeze issues
- Lvl up screen displays souls needed properly now
- Dragon-head glitch, snuggly, and magic shield glitches fixed.
- Fixed a bug where your inputs come out 1 second later.
- Fixed a bug where the second solaire event wont progress.
- Fixed a bug where feeding frampt a titanite stone then going over 99 resulted in having zero.
- Fixed some specific map areas where you'd get stuck or be unable to progress.
- Changed some english subtitles on the overseas port.

Source: IGN

Achievements/Trophies

15G

Art of Abysswalking

Acquire the Art of Abysswalking.

25G

Bond of a Pyromancer

Acquire all pyromancies.

15G

Chaos Weapon

Acquire best wpn through chaos reinfr.

25G

Covenant: Blade of the Darkmoon

Discover Blade of the Darkmoon covenant.

25G

Covenant: Chaos Servant

Discover Chaos Servant covenant.

25G

Covenant: Darkwraith

Discover Darkwraith covenant.

25G

Covenant: Forest Hunter

Discover Forest Hunter covenant.

25G

Covenant: Gravelord Servant

Discover Gravelord Servant covenant.

25G

Covenant: Path of the Dragon

Discover Path of the Dragon covenant.

25G

Covenant: Princess's Guard

Discover Princess's Guard covenant.

25G

Covenant: Warrior of Sunlight

Discover Warrior of Sunlight covenant.

15G

Covenant: Way of White

Discover Way of White Covenant.

15G

Crystal Weapon

Acquire best wpn through crystal reinfr.

90G

Dark Lord

Reach "The Dark Lord" ending.

25G

Defeat Bed of Chaos

Defeat the Soul Lord Bed of Chaos.

25G

Defeat Crossbreed Priscilla

Defeat Crossbreed Priscilla, the Lifehunter.

25G

Defeat the Dark Sun Gwyndolin

Defeat Dark Sun Gwyndolin, the Darkmoon God.

30G

Defeat the Four Kings

Defeat the Four Kings, inheritors of souls.

30G

Defeat Gravelord Nito

Defeat the Soul Lord Gravelord Nito.

30G

Defeat Seath the Scaleless

Defeat Seath the Scaleless, inheritors of souls.

15G

Divine Weapon

Acquire best wpn through divine reinfr.

15G

Enchanted Weapon

Acquire best wpn through enchanted reinfr.

15G

Enkindle

Light bonfire flame.

15G

Estus Flask

Acquire Estus Flask.

15G

Fire Weapon

Acquire best wpn through fire reinfr.

25G

Knight's Honor

Acquire all rare weapons.

15G

Lightning Weapon

Acquire best wpn through lightning reinfr.

25G

Lordvessel

Acquire the Lordvessel.

15G

Magic Weapon

Acquire best wpn through magic reinfr.

15G

Occult Weapon

Acquire best wpn through occult reinfr.

25G

Prayer for a Maiden

Acquire all miracles.

15G

Raw Weapon

Acquire best wpn through raw reinfr.

25G

Reach Anor Londo

Arrive in Anor Londo.

15G

Reach Lordran

Arrive in Lordran.

15G

Ring the Bell (Quelaag's Domain)

Ring Bell of Awakening in Quelaag's domain.

15G

Ring the Bell (Undead Church)

Ring Bell of Awakening in the Undead Church.

15G

Strongest Weapon

Acquire best wpn through standard reinfr.

50G

The Dark Soul

All trophies obtained. Congratulations!

90G

To Link the Fire

Reach "To Link the Fire" ending.

25G

Wisdom of a Sage

Acquire all sorceries.