

# Clan of Forest Protectors

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## Description

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They are seven members of the Forest Hunter Covenant who inhabit the Darkroot Garden. They are hostile unless you are a member of the Forest Hunter Covenant yourself. Attacking one of them will break the Covenant.

All will respawn except Knights and the Hunter (both K + H respawn on the EU version).

## Location

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### **Darkroot Garden**

Between the Crest of Artorias gate and Alvina's building.

## Members

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Bandit

## Bandit

### Stats

Playthrough	HP	Souls
New Game	908	1,000
NG+	1,534	3,000
NG+6	1,918	3,750

### Equipment

- Battle Axe
- Spider Shield
- Bandit Set

### Attack Pattern

- Will alternate between one-handing and two-handing his Battle Axe.

Cleric

## Cleric

### Stats

Playthrough	HP	Souls
New Game	767	2,000
NG+	1,296	6,000
NG+6	1,620	7,500

### Equipment

- Mace
- East-West Shield
- Talisman
- Soothing Sunlight miracle
- Holy Set (minus the Priest's Hat)

### Attack Pattern

- Will fight defensively, putting her shield up and moving slowly.
- When her HP or another Forest Protector's HP drops below certain point, she will try to get away from you to cast Soothing Sunlight, greatly restoring her team's HP.

Hunter

# Hunter

## Stats

Playthrough	HP	Souls
New Game	767	5,000
NG+	1,296	15,000
NG+6	1,620	18,750

## Equipment

- Black Bow of Pharis
- Falchion
- Large Leather Shield
- Pharis's Hat
- Hunter Set
- Ring of Fog

## Drops

- Black Bow of Pharis
- Pharis's Hat
- Twin Humanities

Respawns on the EU version, but only drops items once.

## Attack Pattern

- At long range, will constantly shoot you with Black Bow of Pharis, stopping and moving farther only if you get too close.
- At mid range, may switch to Falchion and engage at melee.
- At close range, may switch back to Black Bow of Pharis and put some space to engage at long range.

## Strategy

This character is a difficult NPC to kill because she will constantly move around and alert all other enemies in the area. It is highly recommend to clear the place of all other NPCs (there are about six) and some of the Demonic Foliage before trying to kill her.

Ensure that all other NPCs in the area are dead while staying clear of the area she is in. Kill the Barbarian in front of the Covenant castle last. From facing the castle door, slowly follow the cliff to the right. The cliff will eventually turn to the right, and become a small ridge that has a short drop to some land. She is right next to a tree here, with her back to you if you have moved quietly enough. She will be very hard to see due to the Ring of Fog. But you can sneak up on her and hit her in the back. Using a weapon 2H with the strong R2 attack will knock her off the ridge, onto the land below and take a significant chunk of health. Quickly follow her down and try to position her between you and the ridge. Pinned against it, she will have to switch to a sword instead of trying to roll/run away to continue using her bow, making her much more manageable. Another useful strategy is to put a tree between you and the archer; she'll run at it and be unable to get around, letting you easily block the occasional swing of her sword, and deal damage with a spear or other thrusting weapon when she lowers her guard.

If possible, try to utilize the ridge of land to the left of the Forest Covenant NPC to trap her. The area is also hard for NPCs to pathfind due to the density of trees there.

Knight

## Knight

There are two Knights. Both respawn.on the EU version.

### Stats

Playthrough	HP	Souls
New Game	849	3,000
NG+	1,434	9,000
NG+6	1,793	11,250

### Equipment

- Claymore
- Knight Shield
- Ring of Fog
- Knight Set

### Attack Pattern

- Will alternate between one-handing and two-handing her Claymore.

Sorcerer

## Sorcerer

### Stats

Playthrough	HP	Souls
New Game	719	2,000
NG+	1,215	6,000
NG+6	1,518	7,500

### Equipment

- Sorcerer's Catalyst
- Longsword
- Small Leather Shield
- Soul Arrow sorcery
- Heavy Soul Arrow sorcery
- Sorcerer Set (minus the Sorcerer Hat)

### Attack Pattern

- Will alternate randomly between Soul Arrow and Heavy Soul Arrow at long range.
- At mid range, may switch to Longsword and engage at melee.
- At close range, may switch back to Sorcerer's Catalyst and put some space to engage at long range.

Thief

## Thief

### Stats

Playthrough	HP	Souls
New Game	767	2,000
NG+	1,296	6,000
NG+6	1,620	7,500

### Equipment

- Bandit's Knife
- Target Shield
- Ring of Fog
- Hollow Thief's Set

### Attack Pattern

- His Bandit's Knife builds up bleed.
- Will try to get around you to backstab you for massive damage.
- For some reason (maybe a bug in his A.I.), sometimes he will just stand without doing anything. He will occasionally dodge if you attack him, however.

## Notes

- Ideal soul farming area as there is a bonfire near the Crest of Artorias gate (behind the illusory wall) that can be used as a checkpoint. Check the Soul Farming page for details.
- As with any other PvP situations in Darkroot Garden, the clan members' entire costume can be used as a disguise by the host, which can sometimes fool the invading Dark Spirits. If you are one of these Dark Spirits and can't seem to find the host, try hitting every enemy here. As you're "allied" with the host's enemies, your attacks won't even connect with the real ones, but it will connect if it hits the host.
- Talking to Alvina while being chased by any of the Forest Protector(s) will instantly de-aggro them, even if you simply initiate the talk and walk away (Assuming you aren't a traitor/haven't refused her offer to join the covenant)

- If you kill Pharis by forcing her to jump backwards off the cliff and do NOT collect her gear, she will respawn after you rest. This is easy even at low levels - if you charge her with melee she'll keep jumping back to get distance, so just push her towards the cliff until she suicides for a cheap 5000 souls. (This has been eliminated by the latest patch. Forcing her to jump backwards will kill her permanently. By saving and reloading, her gear should appear where she spawns.)

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