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Estus Flask

Estus Flasks are a consumable item in Dark Souls, allowing the Undead to replenish missing health. The Estus Flask is one of the most iconic items in the series, symbolizing the cycle of life, death, and rebirth central to the game’s themes.

“
The Undead treasure these dull green flasks.
Fill with Estus at Bonfire. Fills HP.
The Estus Flasks are linked to the Fire Keepers. The Dark Tales also make
reference:
An emerald flask, from the Keeper's soul. She lives to protect the flame, and dies
to protect it further.

Usage

Estus Flasks can be consumed by placing them either in the player's quick access (highly recommended) or navigating to the flask in the inventory. They have a limited number of uses, indicated by an overlaid number, and can be replenished by resting at a bonfire. The number of Flasks returned when resting at a bonfire depends on its level of kindling, starting at 5 flasks, then increasing to 10 when the bonfire has been kindled and 15/20 once the player has acquired the Rite of Kindling and can kindle the bonfire further. It costs the player 1 Humanity point to kindle a bonfire.

Additionally, drinking an Estus Flask will heal summoned players in co-op, but not NPC co-operators.

Acquisition

Granted to the player at the start of the game as an item found on the corpse of Oscar of Astora. If not picked up in NG+, can be found in the chest behind Frampt in Firelink.

Upgrades

Can be upgraded with a Fire Keeper Soul up to +7 in order to restore more HP per sip. A Fire Keeper Soul must be given to one of the three Fire Keepers, Anastacia, The Fair Lady, or the Darkmoon Knightess.

Estus Level	0	+1	+2	+3	+4	+5	+6	+7
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HP healed	300	400	500	600	650	700	750	800
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Notes

- Killing a Fire Keeper (e.g., Anastacia) disables the ability to reinforce Estus Flasks until their soul is restored.
- If you rest at a bonfire that has been kindled by another player in the same network, you may receive **one bonus charge** as part of the multiplayer connectivity feature.
- The Estus Flask is tied to the **bonfire system**, representing the player’s connection to the Fire Keepers and the dwindling flames of the world.
- Estus Flask charges do not carry over to **New Game Plus**, requiring players to re-kindle bonfires. However, reinforcement levels (e.g., +7) are retained.

Trivia

- The word “*Estus*” derives from the Latin word *aestus*, meaning "heat" or "fire," symbolizing its connection to the **First Flame** and the bonfire system.
- The Estus Flask was inspired by the "**healing gourd**" mechanic from *Demon's Souls*, which had a similar function but required farming for consumables.
- The golden glow of the flask reflects the **essence of fire**, contrasting with the dark blue or purple hues of Humanity-based items.
- In *Dark Souls II*, the Estus Flask takes on a **different origin**, linked to the Emerald Herald and the game's fragmented connection to the First Flame.
- According to lore, the Estus Flask contains the **essence of bonfire flames**, imbued into a physical vessel to serve as a portable source of healing.
- During early development, the Estus Flask was considered a **finite resource**, but the refillable system was introduced to encourage exploration and reduce farming.
- The animation for drinking from the flask leaves the player vulnerable, emphasizing the importance of **timing and strategy** in using it.

Consumable Template

Humanity

Humanity is a mechanic and consumable item in Dark Souls, allowing the Undead to reverse their hollowing.

“ Rare tiny black sprite found on corpses. Use to gain 1 Humanity and restore a large amount of HP.

This black sprite is called Humanity, but little is known about its true nature. If the soul is the source of all life, then what distinguishes the Humanity we hold within ourselves?

Usage

When used, Humanity will increase the player's Humanity count by 1 and reverse hollowing. It will also heal the player to full health.

Twin Humanities

“ Rare tiny black sprite found on corpses. Very unusual twin Humanity. Use to gain 2 Humanity and restore a large amount of HP.

This black sprite is called Humanity, but little is known about its true nature. If the soul is the source of all life, then what distinction is left for Humanity?

Twin Humanities function near-identically to normal Humanity, but instead increase the player's Humanity by 2.

Humanity Acquisition

Merchants:

- 1x sold by **Female Undead Merchant** in Undead Burg for 5,000 souls.
- 3x sold by **Patches the Hyena** for 10,000 souls each in either Tomb of the Giants or Firelink Shrine.
- 13x sold by **Marvelous Chester** for 10,000 souls in the Artorias of The Abyss DLC.
- Can be bribed from **Patches** if you talk to him before his first betrayal and choose not to forgive him after.

Enemy drops:

- Dropped by **Humanity Sprites** in the Chasm of The Abyss in the Artorias of The Abyss DLC:
 - **Small Sprites**: Single Humanity (4%), Twin Humanity (1%).
 - **Medium Sprites**: Single Humanity (8%), Twin Humanity (2%).
 - **Large Sprites**: Single Humanity (10%), Twin Humanity (5%).
- Dropped by **Small Rats**:
 - 5% chance in the Undead Parish, Depths, or Firelink Shrine.
 - 3% chance in the Depths or Painted World of Ariamis.
- Dropped by **Large Rats** (100% chance) in the Depths.
- Dropped by **Snow Rats** (5% chance) in the Painted World of Ariamis.
- Dropped by **Skeletons** (2% Chance).
- Dropped by **Infested Ghouls** (1% Chance).
- Dropped by **Baby Skeletons** (2% chance) in the Tomb of Giants.
- Dropped by **most Bosses** after patch 1.05.
- Dropped by **Pisaca** (4% chance) in The Duke's Archives.

World locations:

- Firelink Shrine: Found on a corpse hanging over the well.
- Undead Burg: On top of the sewer canal, beside the entrance from Firelink.
- Undead Parish: On a corpse in a barrel inside the church, near Lautrec's cell.
- **New Londo Ruins**: At the end of the walkway along the raised wall, close to the Valley of Drakes entrance.
- **Valley of Drakes**: In a small cave near the lone Drake blocking the narrow path.
- Painted World of Ariamis: Found on two hanging corpses; cut the chains to access them.
- Tomb of Giants: On the ledge at the end of the last slide, right above the first bonfire.
- **Crystal Cave**: Through a narrow passage with an invisible floor after the first Golem.

Twin Humanities Acquisition

Merchants:

- Can be chosen as a **Gift** during character creation.
- 1x sold by **Patches the Hyena** for 20,000 souls.
- Given as an **atonement gift** by Patches if you choose not to forgive him after the incident in the Tomb of Giants.

Enemy Drops:

- 1-2 dropped by **Oswald of Carim** when killed.
- Dropped by **Giant Humanity spirits** in the Chasm of The Abyss:

- Large Humanity (10% chance), Medium Humanity (8% chance), Small Humanity (4% chance).
- Dropped by **some Bosses** in the game.
- Dropped by **some Vagrants**.
- Dropped by **Forest Protectors** in the Darkroot Garden, specifically the non-respawning archer **Pharis** (guaranteed drop).

Notes

- Using a **Single Humanity** near a bonfire allows you to reverse hollowing, restoring your human form. This also enables summoning allies or invading other players.
- Humanity is a **multifunctional resource**: it increases item discovery (up to 10 Humanity), enhances resistances, and fuels bonfires for extra Estus charges.
- Can be used to **kindle bonfires**, permanently increasing Estus Flask uses at that bonfire for all future visits (up to a maximum of 20 uses).
- Carrying active Humanity increases your defense slightly; this can be useful in challenging areas.
- Humanity in your inventory does not disappear on death but must be re-collected if lost as an active stat.
- Drop rates vary greatly between enemy types, with **Rats** offering one of the most consistent farming methods early in the game.
- Be cautious about the **soft Humanity counter**: losing it upon death can impact farming or resistances, so spend it or store it as an item if you're in a risky area.

Trivia

- Humanity is an **iconic item** in the Souls series, representing the player's dwindling connection to Humanity itself.
- The black flame-like appearance mirrors the **Dark Soul**, symbolizing the fractured essence of humankind in the lore.
- The item description hints at its use as a remnant of life, connecting it to the lore of the **Abyss** and **Manus, Father of The Abyss**, who is said to embody Humanity's darker side.
- In early game patches, Humanity had a **glitch** that allowed infinite use under certain conditions.
- The link between Humanity and fire echoes the **First Flame**, which is tied to the player's progression through the game.

Fire Keeper Soul

Fire Keeper Souls are a consumable item in Dark Souls, allowing the Undead to reinforce their Estus Flask. The **Fire Keeper Soul** is a unique and invaluable item in *Dark Souls*, tied closely to the bonfire system and the game's deeper lore. It serves both as a powerful tool for survival and a symbol of the Fire Keepers' burden.

“

Soul of a long-lost Fire Keeper.

Each Fire Keeper is a corporeal manifestation of her bonfire, and a draw for the Humanity which is offered to her. Her soul is gnawed by infinite Humanity, and can boost the power of the precious Estus Flasks.

It can be used to gain Humanity and restore HP at the cost of losing the Fire Keeper Soul to reinforce the Estus Flasks.

Usage

Enhancing Estus Flasks

- **Fire Keeper Souls** are used to reinforce your **Estus Flask**, permanently increasing the healing power of each use. This is done by speaking to a **Fire Keeper** at a bonfire (e.g., Anastacia at Firelink Shrine).
- **Estus Flasks** can only be reinforced up to a maximum of **+7**, with additional **Fire Keeper Souls** becoming unusable afterward.

Gaining Humanity

- **Fire Keeper Souls** can also be consumed to gain **5 Humanity** and restore a significant amount of **HP**. However, this is considered inefficient compared to their primary purpose of reinforcing **Estus Flasks**.

Reviving Extinguished Bonfires

- If a **Fire Keeper** is killed, their associated **bonfire** becomes unusable. Returning their soul (instead of consuming it) restores the bonfire and revives the **Fire Keeper**.

Acquisition

World Locations:

- **Firelink Shrine**: Found in the locked cell beneath the bonfire. The key is obtained in the Undead Parish.
- **Blighttown**: Found on a corpse at the base of the elevator leading to Quelaag's Domain.
- **New Londo Ruins**: Located on a corpse surrounded by ghosts in a flooded building.
- **Undead Parish**: Found near the altar where you fight the Balder Knights (drops after Anastacia is killed).
- **Anor Londo**: Dropped by the Fire Keeper **Darkmoon Knightess** upon her death.
- **Duke's Archives**: Found in a prison cell guarded by a Channeler.

Enemy Drops:

- Dropped by **Quelaag's Sister**, the Fair Lady, if killed, though this also disables her bonfire.
- Dropped by **Anastacia of Astora** if you kill her (not recommended as it disables Firelink Shrine's bonfire until her soul is restored).

PvP:

- Fire Keeper Souls are sometimes found on invading **phantoms** or hostile NPCs that appear in PvP scenarios.

Notes

- Fire Keeper Souls are **irretrievable** if lost; always exercise caution when carrying one, especially in areas prone to invasions or environmental hazards.
- Each Fire Keeper Soul has a unique description that sheds light on the **lore and suffering** of its original keeper.
- Killing Fire Keepers can lock players out of key bonfires, impacting gameplay significantly. Plan carefully before taking such actions.
- Reinforcing Estus Flasks is a **permanent upgrade** and applies to all bonfires globally, making the Fire Keeper Soul one of the most valuable items in the game.
- Fire Keeper Souls cannot be dropped or traded, ensuring their scarcity and importance in each playthrough.
- Be cautious when consuming a Fire Keeper Soul for Humanity; while the immediate benefit may seem appealing, the loss of long-term healing upgrades can make late-game encounters much harder.

Trivia

- The item's description implies that Fire Keepers are **bound to their bonfires** and are often mutilated or cursed to prevent them from leaving their sacred duty. Some Fire Keeper Souls have a unique description, listed below.

- Fire Keepers' tongues are typically removed to enforce silence, symbolizing their servitude and suffering. Anastacia's dialogue after being revived reflects this.
- The **Fire Keeper Soul in Anor Londo** is associated with the Darkmoon Knightess, one of the few Fire Keepers who also serves a deity (Gwyndolin).
- In early patches of the game, Fire Keeper Souls could be duplicated through glitches, drastically reducing their intended scarcity.
- Consuming a Fire Keeper Soul yields **5 Humanity**, the highest amount from a single item in the game. This reflects the immense burden Fire Keepers bear, as their Humanity is amplified by their role.
- Lore hints suggest Fire Keeper Souls are fragments of the **Dark Soul**, tying them to Manus and The Abyss, though this remains a topic of speculation among players.
- Players who attack Fire Keepers without realizing their impact often experience **permanent consequences**, leading to discussions about the game's lack of forgiveness for player errors.

“

"Soul of the Ash Maiden, Fire Keeper of Firelink Shrine.

A Fire Keeper's soul is a draw for Humanity, and held within their bosoms, below just a thin layer of skin, are swarms of Humanity that writhe and squirm. Was the Ash Maiden locked in this dark prison for some transgression, or by her own will?"

-Unique description of the Firelink Shrine Fire Keeper's Soul.

“

"Soul of the Darkmoon Knightess, Fire Keeper of Anor Londo.

A Fire Keeper's soul is a draw for Humanity, and held within their bosoms, below just a thin layer of skin, are swarms of Humanity that writhe and squirm. Her brass armor serves to disguise this ghastly form."

-Unique description of the Anor Londo Fire Keeper's Soul.

“

"Soul of a Daughter of Chaos, Fire Keeper of Quelaag's Domain.

A Fire Keeper's soul is a draw for Humanity, and held within their bosoms, below just a thin layer of skin, are swarms of Humanity that writhe and squirm. To her,

the countless eggs which appeared were cradles for each tiny Humanity."

-Unique description of the Quelaag's Domain Fire Keeper's Soul.

Divine Blessing

Divine Blessings are a rare and powerful consumable item in Dark Souls, embodying the favor of the goddess Gwynevere. On use, they will heal the Undead of all status effects (except for Curse), and restore health to full.

“ Holy water from Goddess Gwynevere. Fully restore HP and undo irregularities.

The Goddess of Sunlight Gwynevere, daughter of the great Lord of Sunlight Gwyn, is cherished by all as the symbol of bounty and fertility.

Usage

When used, Divine Blessings fully restores the player's health and cure all negative status ailments, including Poison, Toxic, and Bleed. Its ability to completely negate debilitating conditions makes it one of the most reliable panic buttons in the game, although its scarcity demands consideration before use. Divine Blessings are single-use items and cannot be replenished, emphasizing their role as a last-resort option during particularly dangerous encounters.

This item also holds value in PvP combat, where its instant healing and status removal can turn the tide of a fight, although its use is restricted by certain mechanics. Players cannot activate a Divine Blessing while hosting co-op sessions or during invasions unless the host is not currently engaged in combat, limiting its utility in some multiplayer scenarios. Its fixed healing power and immunity to reinforcement upgrades make it equally effective throughout the game, further highlighting its unique status among healing items.

Acquisition

World Locations

- A chest in **Sen's Fortress**, atop the tower where **Ricard the Archer** is encountered, contains one Divine Blessing.
- In **Anor Londo**, a Divine Blessing is located in the Painting Guardian room, on the walkway opposite the exit from the rafters.
- Two Divine Blessings are hidden in the lava area before **Lost Izalith**, obscured behind a large root near the sniper tower.

Merchants

- 1x sold by **Reah of Thorolund** for 1,000 souls after being rescued from the Tomb of the Giants.
- **Patches the Hyena**: Offers one Divine Blessing for 20,000 souls after relocating to Firelink Shrine.
- Two Divine Blessings can be acquired by trading the **Ring of the Sun Princess** to **Snuggly the Crow**.

Enemy Drops

- **Red Good Vagrants** have a rare chance to drop Divine Blessings. These elusive enemies may spawn in locations such as the Depths, Undead Burg, Undead Parish, Painted World of Ariamis, Darkroot Garden, Darkroot Basin, The Catacombs, Tomb of Giants, The Great Hollow, Ash Lake, Demon Ruins, Lost Izalith, Sen's Fortress, Blighttown, Anor Londo, New Londo Ruins (Upper and Lower), The Duke's Archives, Crystal Cave, Northern Undead Asylum, Kiln of the First Flame, and Royal Wood.

Covenant Rewards

- One Divine Blessing is granted as a reward for defeating an invader while aligned with the **Forest Hunter Covenant**.

Notes

- Divine Blessings are among the rarest consumables in *Dark Souls* and cannot be farmed or replenished, making their use highly situational. It is often recommended to save them for critical moments, such as boss battles or dire PvP encounters.
- Unlike Estus Flasks, Divine Blessings are not tied to the bonfire system and cannot be enhanced or upgraded, providing a fixed amount of healing and utility throughout the game.
- Although they provide powerful effects, Divine Blessings take time to activate due to the lengthy drinking animation, leaving the player vulnerable to attacks. Timing their use is critical to avoid unnecessary risk.

Trivia

- The description of Divine Blessings reveals their divine origin, stating that they are "blessings of the goddess Gwynevere, daughter of the great Lord Gwyn." This ties the item to the game's overarching lore about the gods and the Age of Fire.
- The golden light that radiates when using a Divine Blessing reflects Gwynevere's association with healing and fertility, reinforcing her symbolic role as a benevolent figure in the lore.
- Despite being connected to Gwynevere, Divine Blessings can be purchased from characters such as **Patches the Hyena**, a deceitful figure, suggesting their proliferation beyond divine hands.

- The rarity and power of Divine Blessings are consistent with the theme of diminishing divine influence in *Dark Souls*, as even relics of the gods become scarce in a world on the brink of darkness.
- The trade of Divine Blessings with Snuggly the Crow, particularly for items tied to Gwynevere, may symbolize the transactional nature of faith in the game's crumbling world.
- Vagrants, rare and mysterious enemies that appear due to unique online mechanics, can drop Divine Blessings. This adds an element of randomness and exclusivity to their acquisition.
- Lore enthusiasts speculate that the existence of Divine Blessings in places like Lost Izalith and Anor Londo reflects the waning power of the gods and the dispersal of their gifts to the farthest reaches of Lordran.

Prism Stone

Prism Stones are a consumable item in Dark Souls that primarily serve to check the lethality of a fall.

“ Warm pebble emitting a beautiful phasing aura of seven colors, with a very rare eight.

The rainbow stone does nothing special, but can serve as a path marker, and can be dropped off a cliff to judge height by the sound of descent. If a loud noise is heard upon its landing, then a fall off the ledge is surely lethal.

Usage

Prism Stones are primarily used to test fall survivability. Dropping a Prism Stone into an abyss or onto a ledge will produce a sound upon landing. If the stone emits a scream, the fall is lethal. This function is particularly useful in areas with poor visibility, such as **Tomb of the Giants** or **Crystal Cave**. One can also be traded to **Snuggly the Crow** in exchange for a **Demon Titanite**.

In addition to their role in testing fall safety, Prism Stones emit a soft glow, allowing players to mark paths or signal routes in dark or confusing areas. They can be dropped to create a breadcrumb trail for navigation, especially in areas with similar-looking terrain. While their light is not as bright as other tools like the **Skull Lantern**, it serves as a subtle yet effective marker. Prism Stones also persist through deaths and reloads, making them ideal for marking significant locations or hazards.

Acquisition

Merchants

- Sold by the **Female Undead Merchant** in **Blighttown** for 10 souls each.
- Sold by **Marvelous Chester** in the Artorias of **The Abyss** DLC for 10 souls each.
- Sold by **Hawkeye Gough** in **Oolacile Township** for 10 souls each.

World Locations

- Found as loot on corpses scattered throughout **Tomb of the Giants**, **Blighttown**, and **Crystal Cave**.
- 20x found in a chest in **The Duke's Archives**, near the entrance to the **Crystal Cave**.

Enemy Drops

- Rarely dropped by **Vagrants** that appear in online-enabled play.

Notes

- Prism Stones are **lightweight and inexpensive**, allowing players to carry large quantities without worrying about encumbrance or cost.
- Unlike some consumables, Prism Stones do not provide direct combat utility but can be creatively used for **multiplayer communication**, such as marking traps or hidden treasures for phantoms.

Trivia

- The scream emitted by a Prism Stone during a lethal fall is one of the more unsettling sound effects in the game, adding an eerie dimension to its otherwise simple utility and suggesting some level of sentience.
- Lore theorists connect the Prism Stone's ability to emit light and its multicolored properties to the **sorcery of Seath the Scaleless**, known for his experimentation with light and crystal magic.
- Their description, referring to their "warm and soft" nature, hints at a possible connection to the **Moonlight Butterfly**, another luminescent and enigmatic aspect of the game.
- The Prism Stone has parallels in other games in the series, such as *Dark Souls II* and *Dark Souls III*, where similar items with slight variations in functionality serve comparable purposes.

Repair Powder

Repair Powder is a consumable item in Dark Souls, used to maintain the durability of weapons and shields. Its quick application and immediate effect make it essential for adventurers facing long journeys without the chance to rest at a bonfire.

“ *Lightly enchanted golden powder. Repairs weapon equipped in right hand.*

*Use of a weapon depletes its durability, eventually rendering it ineffective.
Repair Powder is a precious method of repair on the battlefield, as it obviates
the need for a Repairbox.*

Usage

Repair Powder is used to restore the durability of equipped **weapons** and **shields**. This ensures that players can continue fighting without worrying about their equipment breaking during extended exploration or battles. It is consumed immediately upon use and can be applied without unequipping the affected gear, providing a fast and convenient solution to prevent durability-related issues. While it is less efficient than repairing gear at a bonfire or blacksmith, Repair Powder is invaluable in situations where resting is not an option or when a blacksmith is out of reach.

Acquisition

Merchants

- 3x sold by the **Male Undead Merchant** in the **Undead Burg** for 500 souls each.
- Unlimited quantities sold by **Elizabeth** in the Artorias of **The Abyss** DLC for 1,000 souls each.

World Locations

- Found as treasure in **Darkroot Garden**, inside a chest hidden behind foliage near the entrance to the Moonlight Butterfly area.

Enemy Drops

- Commonly dropped by White Good **Vagrants**.

Notes

- Repair Powder is most effective for managing durability during long treks through difficult areas, especially in zones with no nearby bonfires or blacksmiths, such as **Blighttown** or **Tomb of the Giants**.
- It cannot be used on equipment that is completely broken, as it requires at least minimal durability remaining to be effective. Completely broken gear must be repaired by a blacksmith.
- The item's immediate effect makes it a lifesaver for equipment with **low durability thresholds**, such as special weapons like the **Crystal Greatsword** or certain boss weapons.
- Repair Powder only affects currently equipped gear, so players need to ensure they have the correct items equipped before using it.

Trivia

- The description of Repair Powder refers to its origins as a product of **sorcery**, hinting at a connection to magical craftsmanship and the mysterious technologies of Lordran.
- Its role as a consumable repair item contrasts with the blacksmith services in the game, emphasizing the player's independence during exploration.
- The Artorias of **The Abyss** DLC introduces Elizabeth as a vendor, marking one of the few instances where an NPC provides unlimited access to Repair Powder.

Transient Curse

Transient Curses are a consumable item in Dark Souls that temporarily allow players to engage with ghostly enemies, particularly in the New Londo Ruins.

“ Limb of the victim of a curse. Temporary curse allows engagement with ghosts.

The only way to fight back against ghosts, who are cursed beings, is to become cursed oneself.

The safest method, however dreadful, is to cut off an arm of the dead.

Usage

When activated, the Transient Curse enables players to attack and block **Ghosts** and **Banshees** for a duration of five minutes. This effect is crucial for navigating areas like the New Londo Ruins, where these spectral enemies are prevalent. It's important to note that the Transient Curse is considered a self-buff; therefore, it cannot be used simultaneously with other self-buffs such as **Power Within** or **Green Blossoms**.

Acquisition

Merchants

- The **Female Undead Merchant** sells Transient Curses for 4,000 souls each.
- **Ingward** offers Transient Curses for 1,000 souls each.

World Locations

- **New Londo Ruins**: Multiple corpses throughout the area hold Transient Curses:
 - Two can be found on a corpse within a vase right before the wooden bridge leading to the first Ghost encounter.
 - Two more can be found on a corpse within a vase behind a wall near the Fire Keeper Soul.
 - Another two are located deeper in the upper levels of the area.

Enemy Drops

- **Ghosts** and **Banshees**: 5% chance to drop Transient Curses.

Notes

- The Transient Curse is essential for dealing with Ghosts and Banshees, as these enemies cannot be harmed or blocked without being cursed.
- The effect lasts for five minutes; players should monitor the duration to avoid being caught off guard when the effect expires.

Trivia

- The necessity of using a Transient Curse to combat ghosts underscores the game's emphasis on preparation and adaptability in overcoming challenges.
- The Transient Curse's design reflects the game's intricate mechanics, where understanding item interactions is key to progression.

Homeward Bone

Homeward Bones are a consumable item in Dark Souls that allow players to return to the last bonfire they rested at without losing souls or Humanity. Their reliability and ease of use make them a vital tool for both exploration and survival.

“ Bone fragment reduced to white ash. Return to last bonfire used for resting.

Bonfires are fueled by bones of the Undead. In rare cases, the strong urge of their previous owner's to seek bonfires enchants their bones with a homeward instinct.

Usage

When used, the Homeward Bone transports the player to the last bonfire they rested at, preserving all collected souls and Humanity. This makes it an excellent tool for escaping dangerous areas, avoiding unnecessary risks, or quickly returning to a bonfire after acquiring valuable loot. Unlike death or using the Dark Sign, the Homeward Bone ensures no penalties, making it a safer alternative in perilous situations.

Acquisition

Merchants

- 1x sold by the **Male Undead Merchant** in the Undead Burg for 800 souls.
- Unlimited quantities sold by **Marvelous Chester** in the Artorias of The Abyss DLC for 1,000 souls each.

World Locations

- 9x found on a corpse in Firelink Shrine, near the path to the graveyard.
- 6x found in a chest in Undead Burg, near the wooden tower leading to the **Taurus Demon**.
- 3x found on a corpse in Anor Londo, in the room with **Silver Knight** archers.

Enemy Drops

- Rarely dropped by **Vagrants**, though this is an unreliable source.

Notes

- The Homeward Bone is consumed upon use, so players should ensure they carry enough when exploring unfamiliar or high-risk areas.
- It can be used to avoid losing progress in particularly dangerous zones, such as **Blighttown** or **New Londo Ruins**, where bonfires are sparse.
- The item is especially useful in boss arenas or after retrieving souls from a death zone, providing an instant retreat to safety.
- Once the **Homeward** miracle is obtained, it serves as a reusable alternative, though it requires Faith to use.

Trivia

- Its association with bonfires and safe return symbolizes the player's dependence on the fading light of the First Flame throughout their journey.
- The Homeward Bone has analogs in subsequent games in the series, including the *Homeward Idol* in *Dark Souls III*.
- Players often save Homeward Bones for use in areas with high soul rewards, using them to safely exit after farming.
- Homeward Bone is a play on words with the expression "Homeward bound".

Green Blossom

Green Blossoms are a consumable item in Dark Souls that temporarily boost stamina recovery speed, making them an essential tool for stamina-intensive combat and exploration. Their strategic use can turn the tide of challenging encounters.

“ Green weed, shaped like a flower. Temporary boost to stamina recovery speed.

This uniquely bitter, biting herb is sometimes harvested in large quantities, but normally it is an annual plant found near water.

Usage

Consuming a Green Blossom increases stamina regeneration by 40 points per second for 60 seconds, allowing for more frequent attacks, blocking, and dodging. The effect stacks with other stamina-recovery boosts such as the **Grass Crest Shield**, **Cloranth Ring**, and **Mask of the Child**, making it particularly effective for stamina-reliant builds. Its long duration and immediate effect make it ideal for boss fights or areas with relentless enemies, where maintaining a high stamina pool is crucial.

Acquisition

Merchants

- Unlimited quantities sold by **Crestfallen Merchant** in Sen's Fortress for 1,000 souls each.
- Unlimited quantities sold by **Marvelous Chester** in the Artorias of The Abyss DLC for 1,200 souls each.

Enemy Drops

- 25% chance to drop 1x, 15% change to drop 2x from **Red Frog-Ray** in Darkroot Garden

Notes

- Although beneficial for boss battles, the item is consumed upon use, so players should consider saving it for critical encounters or areas with high enemy density.

Trivia

- The item's recurring appearance in the series suggests its enduring importance, with similar consumables found in *Dark Souls II* and *Dark Souls III*.
- Green Blossoms are often used in PvP encounters, where stamina management is critical for outlasting opponents in prolonged fights.

Bloodred Moss Clump

Bloodred Moss Clump is a consumable item in Dark Souls that reduces bleeding buildup when used.

“

Medicinal red moss clump. Reduces bleeding build-up.

Bleeding builds up when attacked by sharp blades or spikes, and once triggered causes severe damage. Use this moss clump before it reaches that point.

Usage

When consumed, the Bloodred Moss Clump immediately reduces the player's bleed buildup, helping to prevent the onset of the bleeding status effect. This is especially beneficial when facing enemies or traps that cause rapid bleeding accumulation, as it can mitigate the risk of taking significant damage from a triggered bleed.

Acquisition

Merchants

- **Female Undead Merchant:** Sells Bloodred Moss Clumps for 300 souls each.

Enemy Drops

- 20% chance to drop from **Demonic Foliage** (Ent) in **Darkroot Garden**.
- Dropped by **Treant Gardener** in **Royal Wood**.

Notes

- The Bloodred Moss Clump is particularly useful in areas like the **Depths** and **Blighttown**, where enemies such as the Basilisks and certain Hollows can inflict bleeding.
- While it reduces bleeding build-up, it does not cure the bleeding status once it has been triggered. Therefore, it's best used proactively when bleeding build-up is high but before the effect activates.
- The item is lightweight and can be stacked, allowing players to carry multiple clumps without burden.

Trivia

- The Bloodred Moss Clump is one of several moss-based consumables in the game, each designed to counteract specific status effects.

Purple Moss Clump

Purple Moss Clump is a consumable item in Dark Souls that reduces poison build-up and cures poison status when used.

“ *Medicinal Purple Moss Clump. Reduces poison build-up. Cures poison.*

Poison builds up in the body, and when it breaks out, it causes gradual damage over a period of time.

Poison can be exasperating, so be certain to carry the needed quantity of these moss clumps when destined for an afflicted area.

Usage

When consumed, the Purple Moss Clump immediately reduces the player's poison build-up and cures any existing poison status. This is especially beneficial in regions like **Blighttown**, where environmental hazards and enemies frequently inflict poison.

Acquisition

Merchants

- **Female Undead Merchant** sells Purple Moss Clumps for 500 souls each.

Enemy Drops

- 20% chance to drop from **Demonic Foliage** (Ent) in **Darkroot Garden**.
- Drops from **Treant Gardener** in **Royal Wood**.
- Drops from **Blowdart Sniper** in **Blighttown**.
- Occasional drop from White Good **Vagrant**.

Notes

- While it cures poison and reduces its build-up, it does not affect the more severe toxin status. For toxin, the **Blooming Purple Moss Clump** is required.
- The item is lightweight and can be stacked, allowing players to carry multiple clumps without burden.

Trivia

- The Purple Moss Clump is one of several moss-based consumables in the game, each designed to counteract specific status effects.