

Artorias of the Abyss DLC Locations

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Sanctuary Garden

Sanctuary Garden (隠れ庭) is a Location in Dark Souls. It is the first location in the Artorias of The Abyss DLC.

Information

The **Sanctuary Garden** is the first area encountered in the **Artorias of The Abyss** DLC for *Dark Souls*. To access this content, specific prerequisites must be met (detailed below). This area is the gateway to the **Royal Wood**, **Oolacile Township**, and other sections of Oolacile, as players explore the past of Lordran.

Access Requirements

To enter the **Sanctuary Garden**, the following steps are necessary:

- **DLC Purchase:**
 - Purchase the **Artorias of The Abyss** DLC via PlayStation Network or own a version of the game that includes it (e.g., **Artorias of The Abyss Edition** or **Remastered**).
- **Preliminary Steps:**
 1. Place the **Lordvessel** at the **Firelink Altar**.
 2. Defeat the **Hydra** in **Darkroot Basin** and rescue **Dusk of Oolacile** (by defeating the **Golden Crystal Golem** in the cave).
 3. In the **Duke's Archives**, defeat the **Crystal Golem** near the first elevator to acquire the **Broken Pendant**.
 4. Return to the cave where you found Dusk. A **dark portal** will appear in the location where the Golden Golem was. Interact with it to be transported to the Sanctuary Garden.

Area Bosses

Sanctuary Guardian

- The **Sanctuary Guardian** is the first boss of the DLC and must be defeated to progress further.
- **Appearance:** A chimera-like creature with a lion's body, a scorpion's tail, and large, bat-like wings.
- **Abilities:**

- **Lightning Breath:** A wide, fast-moving stream of lightning, difficult to dodge if not anticipated.
- **Poisonous Tail Swipe:** A tail attack that inflicts poison buildup if it connects.
- **Melee Attacks:** Includes pounces, headbutts, and claw swipes.
- **Aerial Charges:** Frequently flies into the air and swoops down to attack.
- **Strategies:**
 1. **Lightning Resistance:** Equip shields or armor with high lightning resistance (e.g., **Crest Shield, Havel's Set**).
 2. **Cutting the Tail:** Focus on severing its tail early in the fight to prevent poison tail swipes and acquire the **Guardian Tail** weapon.
 3. **Stamina Management:** The Sanctuary Guardian attacks rapidly, so balance blocking with dodging to conserve stamina.
 4. **Ranged Combat:** Utilize magic or bows to attack safely from a distance when it pauses to use its breath attack.
- **Drops:**
 - **Guardian Soul:** Can be consumed for 12,000 souls or used to craft **Sanctuary Guardian Whip**.

Walkthrough

- **Arrival:**
 - Upon entering through the dark portal, you will immediately find a bonfire in front of you. Use it to prepare for the upcoming boss fight.
- **The Boss Arena:**
 - The **Sanctuary Guardian** awaits in the open garden area ahead.
 - Engage the boss using strategies outlined above.
- **After the Fight:**
 - Upon defeating the Sanctuary Guardian, the path forward to **Oolacile Sanctuary** opens. Proceed through the gate to explore the rest of the DLC content.

Notes

- The **Sanctuary Garden** sets the tone for the challenging encounters in the DLC. The **Sanctuary Guardian** is a test of adaptability, requiring both melee and ranged strategies.
- Consider leveling up or reinforcing your gear at the bonfire if you struggle with this boss.

Trivia

- The Sanctuary Guardian's design is inspired by traditional chimera mythology, blending features of multiple creatures.
- Its poison-inflicting tail is one of the few tail attacks in the game that applies a status effect, making it a unique challenge.

Oolacile Sanctuary

Oolacile Sanctuary (オオラキ楽園) is a Location in Dark Souls. It is accessible after the Sanctuary Garden, and provides access to the Royal Wood.

Information

The **Oolacile Sanctuary** serves as the hub area in the *Artorias of The Abyss* DLC, where players encounter the serene yet mysterious **Elizabeth**, a large sentient mushroom who is a caretaker of Princess Dusk of Oolacile. The Sanctuary provides access to other key areas in Oolacile, including the Royal Wood and the Sanctuary Garden.

NPCs

Elizabeth, the Keeper of the Sanctuary

- **Location:** Found on the left side of the sanctuary, near the wall.
- **Description:** Elizabeth is a large, sapient mushroom, described as a guardian and former caretaker of Princess Dusk.
- **Interactions:**
 - When spoken to, she inquires whether the player intends to aid Dusk of Oolacile.
 - After initial conversations, Elizabeth offers a selection of items and unique magic for sale.
- **Merchandise:**
 - **Elizabeth's Mushroom:** A consumable that provides significant health regeneration over a short period.
 - **Oolacile Magic:**
 - **Cast Light:** Illuminates dark areas.
 - **Repair:** Repairs equipped weapons and armor.
 - **Hidden Weapon:** Conceals a weapon, rendering it invisible.
- **Questline:**
 - Elizabeth references the plight of Dusk and encourages the player to aid in defeating Manus, the Father of The Abyss, who has abducted her.
 - After Manus is defeated, Elizabeth will acknowledge the player's success and thank them.

Items

Humanity:

- **Location:** Found on a corpse behind an exterior pillar along the outer edge of the sanctuary.

Walkthrough

- **Arrival:**
 - After defeating the **Sanctuary Guardian** in the **Sanctuary Garden**, proceed through the gate to reach the **Oolacile Sanctuary**. The bonfire here serves as a checkpoint for further exploration.
- **Interacting with Elizabeth:**
 - Speak with Elizabeth to learn about Dusk and the threat posed by Manus. She will provide lore insights about Oolacile's fall and Dusk's role in its history.
 - Purchase magic or items if needed.
- **Proceeding to Connected Areas:**
 - From the Sanctuary, you can access:
 - **Royal Wood**: Proceed through the path beyond the sanctuary.
 - **Sanctuary Garden**: Return through the gate behind you.

Notes

- **Elizabeth's Mushroom** is one of the most effective healing items in the game, offering unparalleled regeneration. Stock up if possible.
- Elizabeth's demeanor and role are reminiscent of **The Great Mushroom** (**Darkroot Garden**), further connecting her to Oolacile's mysterious past.

Trivia

- Elizabeth is considered a maternal figure to **Dusk**, akin to a nursemaid or governess.
- The sanctuary's peaceful atmosphere sharply contrasts with the darkness and chaos that lie in Oolacile's other regions.

Royal Wood

Royal Wood is a Location in Dark Souls. It is accessible via [Oolacile Sanctuary](#), and leads to [Oolacile Township](#).

Information

The **Royal Wood** is a lush and mysterious forest reminiscent of the **Darkroot Garden** in Lordran. This area, part of the *Artorias of The Abyss* DLC, serves as the battlefield for epic encounters and key events. The forest is home to guardians, stone knights, and ancient secrets tied to the kingdom of Oolacile.

Area Bosses

Knight Artorias

- **Location:** Found at the end of the Royal Wood.
- **Description:** A tragic and corrupted figure, Artorias once stood as one of Gwyn's Four Knights. He has fallen to [The Abyss](#), and players must face him in a pivotal boss battle.
- **Details:** See "Knight Artorias" for full combat strategies and lore.

Black Dragon Kalameet

- **Location:** The valley below the Royal Wood.
- **Description:** Kalameet is a fearsome optional boss, not directly tied to the main DLC storyline but one of the most challenging encounters in the game.
- **Details:** See "Black Dragon Kalameet" for full strategies and assistance from Hawkeye Gough.

Enemies

Wooden Guardians:

- Resemble walking trees and are often seen trimming branches.
- Some are passive until provoked (e.g., near the **Gold Coin**).

Stone Knights:

- Durable enemies capable of powerful attacks.
- Found patrolling the forest in several locations.

Merchants

Marvelous Chester

- **Location:** Found on a side path near the entrance to the arena where Artorias resides.
- **Description:** A sinister figure with a long hat and unsettling laughter, Chester sells items but at exorbitant prices. His inventory is not particularly unique.
- **Merchandise:**
 - Throwing knives
 - Blooming Purple Moss Clumps
 - Lloyd's Talismans
- **Notes:** His cryptic demeanor and sharp tongue make him one of the DLC's more enigmatic characters.
- **Further Information:** See "Marvelous Chester."

Hawkeye Gough

- **Location:** Found imprisoned in the upper levels overlooking Artorias' arena.
- **Description:** Gough, one of Gwyn's Four Knights, is a master archer who crafts **Gough's Great Arrows**. He aids in the battle against Kalameet if the player speaks to him with the **Crest Key**.
- **Merchandise:**
 - **Gough's Great Arrows**
 - **Carved Wooden Heads** (two types)
- **Further Information:** See "Hawkeye Gough."

NPCs

Lord's Blade Ciaran

- **Location:** Appears near Artorias' grave after he is defeated.
- **Description:** One of Gwyn's Four Knights, Ciaran mourns Artorias and asks for his soul. In return, she offers the **Gold Tracer** and **Silver Tracer** weapons.
- **Questline:**
 - If you give her Artorias' Soul, she will leave after some time.
 - If you refuse, she will remain until she is attacked or ignored for a significant duration.
- **Further Information:** See "Lord's Blade Ciaran."

Items

Armor

- **Helm:** Found near the second bridge; beware of the nearby drop.

- **Armor:** Located near **Gough's Great Arrows** above the second bridge.
- **Gauntlets:** At the shortcut area, where Alvina once appeared in Darkroot Garden.
- **Boots:** Found along the walls of the flower field.

Consumables

- **High Knight's Soul:** Near the hidden elevator leading to Artorias.
- **Brave Warrior's Soul:** Two in Kalameet's valley.
- **Hero's Soul:** Found in the deepest part of the valley.

Upgrade Materials

- **Blue Titanite Slab:** Found near a bushy patch that resembles where the **Enchanted Ember** would be in Darkroot Garden.
- **Titanite Slab:** In Kalameet's valley, below the waterfall.

Unique Items

- **Gough's Great Arrows:** Scattered along cliffs near Kalameet's area.
- **Gold Coin:** Near the passive Wooden Guardian trimming branches.

Walkthrough

Path to Artorias

1. Progress through the lush woods, battling **Guardian Knights** and **Stone Soldiers**.
2. Activate the elevator near the arena to unlock a shortcut.
3. Defeat **Knight Artorias** in a challenging duel.

Path to Kalameet

1. Head to the valley below the Royal Wood after speaking with Gough.
2. If the player has the **Crest Key**, Gough will shoot down Kalameet, making the dragon fight accessible.

Shortcuts

Activate the elevator near Artorias' arena to link the upper and lower parts of the Royal Wood for quicker traversal.

Soul Farming

Notes

- The area shares many visual and thematic connections with the **Darkroot Garden**, emphasizing the timeless decay of Oolacile.
- Many of the enemies are challenging and hit hard. Defensive builds or ranged strategies are recommended.

Trivia

- The **Royal Wood** is thought to represent the Darkroot Garden in its earlier form, long before it succumbed to The Abyss.
- **Alvina**, a companion to Artorias, is not seen in the DLC but her presence is subtly hinted at through the forest's design.

Trial of Champions

The Trial of Champions (試練の試合場) is a Location in Dark Souls. It is accessible via [Oolacile Township](#).

Information

The **Trial of Champions** is an online-exclusive PvP arena introduced in the *Artorias of The Abyss* DLC. This area offers structured competitive battles across various formats, allowing players to test their mettle against others. The arena is conveniently located near the [Oolacile Township Bonfire](#), just past the area where **Knight Artorias** is defeated. Players can participate in battles ranging from one-on-one duels to chaotic free-for-alls.

Rules

Arena Options

- **Stages:**
 - **Arena:** A circular platform.
 - **Ruins:** An open area with cover for strategic battles.
- **Matchmaking:**
 - Level 1-50
 - Level 51-100
 - Level 101-200
 - Level 200+
- **Modes:**
 - **Duels:** One-on-one combat lasting 3 minutes.
 - **Co-op Battles:** Two-on-two team matches lasting 6 minutes.
 - **Free-for-Alls:** Four players battling for dominance over 6 minutes.

Starting a Match

- Enter the **holding room** to the right after exiting **Knight Artorias's arena** toward [Oolacile Township](#).
- Interact with the **blue bonfire** in the holding room to select a stage and match type.
- Once transferred, wait behind a **mechanical gate** until the match begins. Standing in front of the gate designates you as the host.

Victory Conditions

- **Crown System:**
 - A **large crown** indicates the player with the most takedowns when the timer ends.
 - A **small crown** is awarded in case of a tie.
- **Scoring:**
 - **Duels:** Only personal takedowns count.
 - **Co-op Battles:** Takedowns are shared among team members.
 - **Free-for-Alls:** Takedowns of any player add points for everyone except the fallen.

Key Rules

- Matches are timed (3 minutes for duels, 6 minutes for team battles and free-for-alls).
- Falling behind in kills results in no loss of streak; only defeat resets a winning streak.
- Returning to the holding room or quitting the game resets the streak to zero.
- Special recovery and durability items like **Repair Powder** or **Repair spells** are essential to sustain longer matches.

Restricted Items

Certain items are not usable in the Trial of Champions:

- **Healing Items:**
 - Estus Flask
 - Humanity
 - Twin Humanity
 - Goddess's Blessing
 - Elizabeth's Mushroom
- **Online Tools:**
 - All multiplayer interaction items.

Mechanics

- **Safe Period:** Players cannot take damage immediately after dropping from the mechanical gate at the start of a match.
- **Ring Indicators:** A red ring floating above a gate signifies a player is waiting behind it, reducing matchmaking priority for that gate.
- **Persistence:** Buffs, such as weapon enchantments, persist even after being defeated.
- **Death Reset:** Losing does not turn the player hollow in the Trial of Champions, ensuring players remain in human form throughout matches.

Items

- **Purple Coward's Crystal:**

- Usage: Allows the player to leave the match and return to their world.
- Availability: Always provided when participating in the Trial of Champions.

Notes

- Players should strategically use **Repair Powder** and durability-restoring spells to maintain weapon and armor effectiveness during extended sessions.
- The **purple crystal**, obtainable in the arena, allows players to leave matches early without penalty.

Trivia

- Rankings displayed on the **Heroic Monument** in the holding room reflect the most recent performance of a character. Switching characters does not update the displayed record.
- The arena offers a unique opportunity for strategic and thematic PvP battles, with players able to use a wide variety of builds and equipment setups.
- Although healing items are restricted, players can prepare for long battles using **Repair Powder**, spell buffs, or other means to maintain their edge.

Oolacile Township

Oolacile Township (オオラキレ) is a Location in Dark Souls. It is accessible via [Royal Wood](#), and leads to the Chasm of [The Abyss](#).

Information

The **Oolacile Township** is a once-thriving city that has been corrupted by [The Abyss](#), transforming its citizens into monstrous beings. This area features numerous enemies, dark magic-wielding sorcerers, and a variety of hidden treasures. The township connects to other key areas in the *Artorias of The Abyss* DLC and contains notable NPCs, shortcuts, and items.

Enemies

Oolacile Sorcerers

- Use high-speed and high-damage dark magic.
- Counter Strategies:
 - **Silver Pendant**: Reflects dark magic attacks, creating openings for counterattacks.
 - **Ranged Combat**: Use bows or spells to avoid direct confrontation.

Items

Silver Pendant

- **Location**: Near the first sorcerer, after descending the stairs.
 - Follow the right-hand path outside the building to a tower-like structure.
- **How to Access**:
 - Look for the "Light ahead..." message outside.
 - Use a light source such as:
 - **Skull Lantern**
 - **Sunlight Maggot**
 - **Cast Light spell**
 - This reveals a hidden room containing the pendant.

Crest Key

- **Location**: Later in the area, within a dimly lit building.
- **How to Access**:
 - Descend a long staircase and spot a lit fireplace.

- Perform a roll from a nearby wooden platform to land inside the fireplace room.
- The key is found there.

Dark Orb:

- **Location:** Treasure chest in a room with two sorcerers.
- **Note:** An empty chest nearby acts as a trap.

Twin Humanities:

- **Location:** From the **Crest Key** room, descend to a balcony and jump to the roof below. Follow the roof to the right.

Dark Fog:

- **Location:** Found on a corpse hanging in a wide hall filled with enemies.

Red Titanite Chunk:

- **Location:** On the second floor of a collapsed wooden structure.
- **How to Access:** Use a light source near the dead end to reveal a hidden passage.

Mimic Faces:

- **"Very Good!":** Dropped by a mimic in the township.
- **"I'm Sorry.":** Dropped by a sorcerer near the **Dark Orb** treasure room.

Walkthrough

Entrance

- After exiting the coliseum where **Knight Artorias** is fought:
 - **Right Path:** Leads to the **Trial of Champions** arena.
 - **Left Path:** Leads to a locked door requiring the **Crest Key**, which is found later in the area.

Shortcuts

- A shortcut mirroring the **Royal Wood** mechanics is located in the right-hand building past an area crowded with enemies.
- This shortcut can save significant time when traversing the township.

Notes

- Light sources are crucial for discovering hidden areas and treasure in this dark and corrupted zone.
- Dark magic can be overwhelming; items like the **Silver Pendant** are essential for survival.
- Many items require precise platforming and exploration of the area's vertical design.

Trivia

- The messages "Light ahead..." and "Hidden path..." are unique to the Oolacile Township, encouraging the use of light mechanics introduced in the DLC.
- The transformation of the city is a thematic parallel to the descent into The Abyss seen in other parts of the game.

Chasm of the Abyss

The Chasm of The Abyss (深淵の隙間) is the final Location in Dark Souls Artorias of The Abyss DLC. It is accessible via Oolacile Township.

Information

The **Chasm of The Abyss** is a dark and foreboding area within the *Artorias of The Abyss* DLC. The area is shrouded in darkness and inhabited by roaming **Humanities**, ethereal beings that embody the concept of human essence. It serves as the path to the final boss of the DLC, **Manus, Father of The Abyss**, and features key NPC interactions and hidden treasures.

Area Bosses

Manus, Father of The Abyss

- The final boss of the area. and arguably the final boss of Dark Souls.
- Known for his brutal melee attacks and dark magic.
 - Drops: 60,000 Souls, Soul of Manus, Humanity.
- See **Manus, Father of The Abyss** for detailed strategies.

Enemies

Humanities

- Description: Black, amorphous creatures resembling large versions of the in-game **Humanity** icon.
- Behavior:
 - Slowly float toward the player.
 - Touch damage only; they do not stagger on contact, making them dangerous in groups.
- **Strategy:**
 - Use AoE spells or weapons to control crowds.
 - Avoid running directly through them; instead, lure and eliminate them systematically.

NPCs

Alvina's Phantom

- Found near a hidden shortcut in an area populated by **Humanities**.
- Leads the player to a **hidden passage** that connects to the **Royal Wood boss area**.

Great Grey Wolf Sif

- Location: Beyond the hidden passage revealed by following Alvina's phantom.
- Interaction:
 - Sif is surrounded by **Humanities**, lying weak.
 - Defeat all surrounding **Humanities** to free Sif.
 - Sif howls and disappears, leaving the **Greatshield of Artorias**.
 - After this event, Sif can be summoned as a white phantom for the fight against **Manus**.

Items

Shields

- **Greatshield of Artorias:**
 - Dropped by Sif after defeating the surrounding **Humanities** and freeing him from their clutches.
 - **Use:** High stability and Abyss resistance; ideal for fights against dark magic.

Magic

- **Black Flame (Pyromancy):**
 - **Location:** At the bottom of a path accessed via the shortcut near Alvina's phantom.

Upgrade Materials

- **White Titanite Slab:**
 - **Location:** At the first fork after spotting the boss fog gate; take the right path.

Misc

- **Help Me! Carving:**
 - **Location:** Found by dropping from the left-hand cliff in the large room filled with **Humanities**.

Walkthrough

Shortcuts

Shortcut to the Royal Wood Boss Area:

- Follow Alvina's phantom through the Humanities-infested zone.
- A hidden passage opens near a rock wall, connecting to the **Royal Wood** boss arena.
- After unlocking, it becomes faster to access the Chasm from the **Oolacile Township** bonfire.

Notes

- This area is densely packed with **Humanities**, making light sources crucial for navigation.
- Unlocking the **shortcut** and freeing **Sif** are optional but highly recommended for both lore and gameplay benefits.
- The **Silver Pendant** (obtained in Oolacile Township) is essential for deflecting **Manus's dark magic** during his fight.

Trivia

- The **Humanities** enemies are a direct reference to the in-game **Humanity** item, emphasizing Manus's connection to The Abyss and his role in corrupting the city of Oolacile.
- **Sif's appearance** in the Chasm of The Abyss provides additional lore, linking the events of the DLC to the main story.