

# Chasm of the Abyss

The Chasm of The Abyss (深渊) 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.

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Revision #17

Created 20 November 2024 03:42:50 by jade

Updated 16 December 2024 17:38:12 by jade