

Darkroot Garden

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Darkroot Garden

Darkroot Garden (



) is a Location in Dark Souls. It is reached after location, and before location.

Information

The

Darkroot Garden

is a dense forest located past the Undead Parish. This area is home to formidable enemies, key bosses like

Moonlight Butterfly

and

Great Grey Wolf Sif

, and significant NPCs such as

Alvina the Cat

and

Shiva of the East

. It also contains the

Covenant of ForestHunters

and leads to the

Darkroot Basin

. Exploration requires caution, as the area includes hidden paths, ambushes, and environmental hazards.

Area Bosses

Moonlight Butterfly

- **Location**

: Stone bridge in the Darkroot Garden.

- **Drops**

:

- **10,000 Souls**

- **Watchtower Basement Key**

- **Divine Ember**

- **Strategy**

:

- Use ranged attacks or summon

Beatrice the Witch

.

- Avoid or block its magic projectiles.
- Attack when it lands on the bridge to recharge its energy.

Great Grey Wolf Sif

- **Location**

: Behind the large glowing door in the Darkroot Garden.

- **Drops**

:

- **Soul of Sif**

- **Covenant of Artorias**

(ring)

- **Strategy**

:

- Stay under its belly to avoid most attacks.
- Use fire-based attacks for increased damage.

Enemies

Tree Spirits

- **Appearance**

: Resemble trees and ambush the player.

- **Drops**

:

- Moss Clumps (Green, Purple, or Blooming)

- **Strategy**

:

- Strike preemptively when spotted in their dormant state. Weak to Pyromancies.

Great Stone Knights

- **Appearance**

: Large, armored knights that use powerful melee and magic attacks.

- **Drops**

:

- 600 Runes
- Stone Greatsword (2%)
- Stone Armor Set (2%)

- **Strategy**

:

- Use ranged attacks or dodge their slow swings.
- Avoid their AoE spells.

Forest Hunter NPCs

- Includes warriors like:

- Pharis

: Drops Twin Humanities,

Pharis's Black Bow

and

Pharis's Hat

.

- Clerics

: Use healing miracles.

- **Rogues**

: Attempt backstabs.

- **Strategy**

:

- Lure one at a time to avoid being overwhelmed. There is also a rune farming method that can be used to lure them into running off a cliff and instantly dying, enabling

the player to farm 1000-5000 souls per enemy.

Giant Cats

- **Location**

: Found near the bridge in the Basin.

- **Strategy**

:

- Avoid their spinning roll attack by staying near narrow passages.

Mushroom People

- **Appearance**

: Small and large humanoid mushrooms.

- **Drops**

:

- Gold Pine Resin
- Magic Ember (from the chest near their location)

- **Strategy**

:

- Large Mushrooms hit hard; stay at range.

NPCs

Alvina the Cat

- Found in the stone building near the Forest Hunter area.
- Grants access to the Forest Hunter covenant.

Shiva of the East

- Appears after joining the Forest Hunters.
- Moves to Blighttown later in the game.
- Drops:

- **Murakumo**

(if killed)

Witch Beatrice

- Summon sign is located beneath the staircase before the Moonlight Butterfly boss fog.

- Assists with magic attacks.

Items

Key Items

- **Seal of Artorias**

:

- Sold by Andre for 20,000 Souls to open the Seal in the Darkroot Garden.

Armor

- **Stone Armor Set**

:

- Found near the entrance to Sif's area.

Rings

- **Wolf Ring**

:

- Found past a hidden path near the Moonlight Butterfly route.
- Increases Poise by 40.

Weapons

- **Pharis's Black Bow**

:

- Dropped by Pharis in the Forest Hunter area.

Upgrades

- **Divine Ember**

:

- Found after defeating the Moonlight Butterfly.

Walkthrough

From Undead Parish

1. Exit through Andre's smithy.

2. Bypass or kill the

Titanite Demon

.

3. Navigate the forest path and defeat the

Tree Spirits

.

4. Unlock the

Seal of Artorias

door using

20,000 Souls

from Andre.

5. Use the hidden bonfire near the door to rest.

To Moonlight Butterfly

1. Take the side path past the Seal of Artorias.
2. Summon

Beatrice

for assistance.

3. Fight the

Moonlight Butterfly

on the bridge.

4. Collect the

Divine Ember

and

Watchtower Basement Key

from the rooftop.

To Sif

1. Enter the glowing door in the forest after defeating the Butterfly.
2. Approach the grave to initiate the boss fight.
3. Collect the

Covenant of Artorias

upon defeating Sif.

Covenants

Forest Hunter Covenant

- **Leader**

: Alvina the Cat.

- **Location**

: Inside the stone structure near the hidden bonfire.

- **How to Join**

:

- Speak with Alvina and answer "Yes" to her questions.

- **Benefits**

:

- Forest Hunter NPCs become non-hostile.
- Grants the

Cat Covenant Ring

, which summons the player to invade trespassers.

- **Penalties**

:

- Attacking Forest Hunter NPCs or allies will result in being branded a traitor. Use absolution from

Oswald of Carim

to rejoin.

Shortcuts

Hidden Bonfire

:

- Found near the Seal of Artorias. Attack the wall on the left of the sealed door to reveal it.

Alternate Path to Sif

:

- Bypass the Seal of Artorias by traveling through the Basin.

Soul Farming

Forest Hunters

:

- After opening the Seal of Artorias, bait Forest Hunter NPCs to the ledge and force them to fall for easy Souls.

Stone Knights

:

- Farm near the bonfire in the forest for consistent Souls and armor drops.

Notes

- Defeating the area bosses (Moonlight Butterfly and Sif) affects multiplayer invasions in the area.
- The

Cat Covenant Ring

summons players to defend the forest.

Trivia

- Sif's relationship with Artorias is central to the game's lore. His appearance changes slightly when encountered after the [DLC](#).
- The Forest Hunters' half-visible aesthetic is meant to evoke the ghostly atmosphere of the cursed forest.

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