

# Darkroot Garden

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# Darkroot Garden

Darkroot Garden (



) is a Location inDark 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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