

# Artorias of the Abyss DLC Locations

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# Sanctuary Garden



Sanctuary Garden (

 ) 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

# 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 (

■■■■■■■ ) 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 (■■■■■) 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-all).
- 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 (

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## 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 (アビス) 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.