

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.

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