

# Sen's Fortress



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Sen's Fortress (Sen's Fortress) is a [Location](#) in [Dark Souls](#). It is accessible via [Undead Parish](#) or [Blighttown](#), and leads to [Anor Londo](#).

## Information

Sen's Fortress, accessible after ringing the Bells of Awakening in the Undead Parish and Blighttown, is a perilous stronghold filled with traps, tough enemies, and treacherous paths. The area introduces mechanical traps such as swinging blades, rolling boulders, and pressure plates that trigger arrows. Successfully navigating the fortress rewards the player with access to the fortress's boss, the **Iron Golem**, and opens the path to Anor Londo.

## Area Bosses

### Mandatory

#### Iron Golem

- A towering giant with powerful melee attacks and the ability to throw players off the battlefield.
- Strategy:
  - Stick to the golem's legs, focusing on one to stagger him.
  - Use the environment to avoid being knocked off.
  - If summoned, **Black Iron Tarkus** can solo the fight effectively.

# Enemies

## Snake Warriors (Snake-Men)

- **Description:** Armed with a shield and a large sword. Found throughout the fortress.
- **Attacks:**
  - Close-range: Stab, sweep, and overhead slam attacks.
  - Long-range: Jumping attack to close distance.
  - Grapple: A close-range grab attack that deals significant damage.
- **Weaknesses:** Vulnerable to backstabs and staggerable with heavy weapons.
- **Drops:**
  - **Man-Serpent Greatsword:** Rare drop.
  - **Large Titanite Shard:** Common drop.
  - **Snake Shield:** Very rare drop.

## Snake Sorcerers (Snake-Mages)

- **Description:** Use lightning-based magic and wield a four-armed weapon called Flamberge.
- **Attacks:**
  - Close-range: Rapid multi-hit attacks with Flamberge, inflicting bleed buildup.
  - Long-range: Lightning magic projectiles.
  - Grapple: A close-range grab similar to Snake Warriors.
- **Weaknesses:** Vulnerable to backstabs and staggerable with heavy attacks.
- **Drops:**
  - **Flamberge:** Rare drop.
  - **Green Titanite Shard:** Uncommon drop.

## Mimics

- **Description:** Disguised as treasure chests, these creatures ambush players who interact with them.
- **Attacks:**
  - Melee: Punches, kicks, and powerful slam attacks.
  - Grapple: A deadly grab attack if the player interacts with them.
- **Weaknesses:** Use **Lloyd's Talisman** to put them to sleep and safely retrieve items.
- **Drops:**
  - **Lightning Spear** (specific mimic near the elevator).
  - **Symbol of Avarice:** Rare drop when killed or after multiple uses of Lloyd's Talisman.
  - **Occult Club:** Specific mimic in the fortress.

## Titanite Demons

- **Description:** Found in the lower area of the fortress, on a tar-covered floor.
- **Attacks:**
  - Close-range: Sweeping attacks with their Titanite Catch Pole.

- Long-range: Lightning projectiles.
- **Weaknesses:** Use ranged attacks or mobility-enhancing items like **Rusted Iron Ring** to counter slow movement in tar.
- **Drops:**
  - **Titanite Catch Pole:** Rare drop.
  - **Demon Titanite:** Guaranteed drop.

## Boulder-Throwing Giants

- **Description:** Large enemies that drop boulders into Sen's Fortress.
- **Attacks:**
  - Boulder Throw: Rolls boulders down paths, setting off traps.
  - Slam: Close-range attack if approached.
- **Weaknesses:** Vulnerable to poison or ranged attacks from safe locations.
- **Drops:**
  - **Titanite Chunk:** Uncommon drop.
  - **Titanite Slab:** Rare drop.

## Bomb-Throwing Giant

- **Description:** Positioned at the rooftop of Sen's Fortress, this giant throws large bombs.
- **Attacks:**
  - Bomb Throw: Creates a large explosion, dealing high fire damage.
- **Weaknesses:** Approach and defeat to stop bombs during the boss fight.
- **Drops:**
  - **Titanite Chunk:** Uncommon drop.
  - **Titanite Slab:** Rare drop.

## Balder Knights

- **Description:** Elite warriors using swords and shields. Found in various locations within the fortress.
- **Attacks:**
  - Sword strikes with parry and riposte capability.
  - Shield bash to stagger.
- **Weaknesses:** Parrying their attacks is highly effective.
- **Drops:**
  - **Balder Shield:** Uncommon drop.
  - **Balder Side Sword:** Rare drop.
  - **Large Titanite Shard:** Common drop.

## Chaos Witch Quelaag (Summoned Enemy)

- **Description:** Only appears as part of the Iron Golem boss fight when summoned by players during multiplayer invasions.
- **Drops:**
  - None.

# Merchants

## Crestfallen Merchant

- Location: Found on a ledge accessible by jumping across a broken bridge.
- Sells:
  - Unique items such as **Green Blossom**, **Large Titanite Shards**, and the **Greatsword**.
  - The **Cage Key**, which opens the shortcut elevators.

# NPCs

## Siegmeyer of Catarina

- Found near the rolling boulder trap, pondering how to proceed.
- Progress his event by redirecting the boulders to clear his path.

## Big Hat Logan

- Found imprisoned in a cage in a hidden area. Use the **Cage Key** or **Master Key** to rescue him.

# Items

## Key Items

- **Cage Key**: Opens the shortcut elevator and Logan's cage, sold by the Crestfallen Merchant.
- **Lightning Spear**: Found in the mimic chest in the elevator room.
- **Iron Ring of Protection**: Found in a chest near the first boulder trap.

## Other Items

- **Gold Serpent Ring**: Increases item discovery, located in a hidden room opened by redirecting boulders.
- **Green Titanite Shard**: Dropped by Titanite Demons in the lower levels.

# Walkthrough

## Entrance to the First Guillotine Corridor

- Enter through the gate opened after ringing both bells.
- Beware of the **arrow trap** triggered by stepping on the pressure plate. You can lure enemies into the trap to damage them.

- Defeat the two **Serpent Soldiers** and continue forward to reach the first swinging guillotine corridor.

## First Guillotine Corridor

- Carefully time your movements to pass through the blades.
- Eliminate the **Serpent Mage** on the upper platform with ranged attacks if possible.
- Crossing this corridor leads to a room with more Serpent Soldiers and a branching path.

## Boulder Trap and Hidden Paths

- Navigate the sloped path while avoiding rolling boulders. Use the alcoves to avoid damage.
- Midway up, find a hidden alcove to the left for loot and an alternate route.
- Use the **boulder control mechanism** to adjust the boulder's path:
  - Redirect the boulder to destroy a cracked wall to access the **Big Hat Logan** cage.
  - Change the boulder path to allow safe passage for **Siegmeyer of Catarina**, triggering his event.

## Midpoint and Second Guillotine Corridor

- Cross the second guillotine corridor. This area has narrower paths and more swinging blades.
- Climb up to the rooftop where a **Giant** throws firebombs. Either evade his attacks or ascend to the top to kill him.
- Drop down to a ledge for a **shortcut cage elevator**, which connects the fortress's entrance to the rooftop.

## Roof and Final Area

- Navigate past firebomb attacks to reach the **Iron Golem boss fog**.
- Optionally, summon **Black Iron Tarkus** from his summon sign near the white fog if in human form.
- Defeat the **Iron Golem** to gain access to Anor Londo.

## Shortcuts

### Cage Elevator:

- Found near the rooftop; provides quick access to the fortress entrance.

## Soul Farming

- The Serpent Soldiers and Mages drop a good amount of souls and can be farmed efficiently.

- **Titanite Demons** in the lower levels drop valuable upgrade materials.

## Notes

- Many traps can be used to your advantage by luring enemies into them.
- Falling off ledges or being hit by traps often results in instant death.
- The mimic's Lightning Spear is a powerful weapon for early stages in the game.

## Trivia

- **Iron Tarkus**, summonable for the boss fight, is infamous for being able to solo the Iron Golem due to his high durability and damage.

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