

# The Duke's Archives



The Duke's

Archives ( Duke's Archives ) is a Location in Dark Souls. It is accessed via Anor Londo and leads to Crystal Cave.

## Information

The **Duke's Archives** is a sprawling library and research facility built by Seath the Scaleless, located near **Anor Londo**. Entry is barred by a yellow fog gate until **the Seal of Gwyn** is broken by defeating Ornstein and Smough. Players cannot summon or be invaded until after the scripted defeat against Seath the Scaleless. The area includes challenging enemies, complex puzzles, and significant loot. It leads to the **Crystal Cave**, where Seath is fought for the second and final time.

## Area Bosses

### Mandatory

#### Seath the Scaleless

- **Location:**
  - First encounter: Duke's Archives.
  - Final battle: Crystal Cave.
- **Scripted Defeat:**
  - Seath's attacks regenerate his health, making the encounter unwinnable.

- Players leave behind **souls and humanity** upon defeat. Use consumables beforehand or equip a **Ring of Sacrifice** to avoid losing them.
- **Final Battle:**
  - Destroy the glowing crystal to nullify Seath's regeneration.
  - His attacks cause heavy damage and inflict Curse. Equip high Curse Resistance gear like the **Cursebite Ring**.
  - Drops:
    - **Moonlight Greatsword** (cut off his tail).
    - **Bequeathed Lord Soul Shard**.

## Enemies

### Armored Tusk:

- Found at the entrance. Unlike earlier versions, their backs are protected by armor, preventing backstabs. Use fire, magic, or poison to defeat them.
- Do not respawn after being killed.

### Crystal Hollow:

- Standard enemy throughout the area. They deal significant damage when buffed by the **Channelers**.

### Channeler (Six-Eyed Sorcerer):

- Found in multiple areas, they buff nearby enemies and teleport away when threatened.
- Use ranged attacks or take them out quickly in melee to avoid their magical barrages.

### Mimic:

- Disguised as treasure chests. Can be identified by their chain placement or attacked to reveal their true form.
- Drops items such as the **Crystal Knight Shield** and **Magic Falchion**.

### Crystal Golem:

- Found in the garden outside the Archives. One gold Golem appears in the center to release **Siegmeyer's daughter, Sieglinde**.

### Scaleless Beast (Pisaca):

- Blue, snake-like monsters found in the prison tower. They attack aggressively but can be avoided when music stops.
- Two passive Pisacas drop miracles (**Soothing Sunlight**, **Bountiful Sunlight**).

# Merchants

## Big Hat Logan:

- Found imprisoned in the **Archives Tower**.
- Once freed, sells powerful sorceries including **Crystal Soul Spear**.
- After purchasing all his spells and defeating Seath the Scaleless, Logan goes mad and can be found in Seath's first encounter room.

# Items

## Key Items

- **Archives Tower Giant Cell Key:**
  - Found near the music device controlling the Pisacas.
  - Opens the prison cell where Logan is held.
- **Large Magic Ember:**
  - Found in Seath's first encounter room after defeating him.
- **Archive Tower Giant Door Key:**
  - Used to exit the tower.

## Weapons

- **Moonlight Greatsword:**
  - Cut from Seath's tail.
- **Avelyn:**
  - A triple-shot crossbow found in a hidden bookshelf.
- **Crystal Knight Shield:**
  - Dropped by a Mimic in the Archives.

## Armor

- **Sage Robe Set:**
  - Found where Logan was sitting after he goes mad.
- **Channeler Set:**
  - Dropped by Channelers.

## Rings

- **Ring of Sacrifice:**
  - Found throughout the Archives and helpful for Seath's scripted death.
- **Bellowing Dragoncrest Ring:**
  - Boosts sorcery damage. Dropped by Logan if hostile.

## Miscellaneous

- **Blue Titanite Slab:**
  - Found in the Crystal Cave.
- **Crystal Ember:**
  - Hidden behind a bookcase near the exit to the Crystal Cave.

# Walkthrough

## Initial Exploration

- **Armored Tusk Encounter:** The entrance is guarded by two Armored Tusks. Use ranged attacks or fire-based damage to handle them.
- **First Bonfire:** Found after defeating the Tusks, past an elevator.

## Prison Sequence

- After the scripted defeat against Seath, players awaken in a tower prison:
  - Kill the snake guard to obtain the **Archive Prison Extra Key** and escape.
  - Avoid or defeat the Pisacas to advance.

## Archives Main Section

- Navigate through the bookcases, solving puzzles and defeating Channelers and Hollows. Use rotating staircases to access different levels.
- Open shortcuts back to the bonfire for easier traversal.

## Crystal Cave

- Use the invisible walkways to reach Seath's final arena.
- Follow messages or drop **Prism Stones** to guide your path.

# Covenants

No covenant is directly tied to the Duke's Archives, but significant items for magic builds and the **Path of the Dragon** covenant (via Seath's scales) can be found here.

## Shortcuts

- **Rotating Staircase:** Allows access between levels in the Archives.
- **Hidden Door in Library:** Leads to the Crystal Ember and additional loot.

## Soul Farming

- **Crystal Golems:**
  - Found in the garden outside the Archives.

- Drop **Blue Titanite Chunks** and provide decent souls.
- **Pisacas:**
  - Can be repeatedly farmed after resetting the area.

## Notes

- The scripted defeat does not penalize humanity or souls if a **Ring of Sacrifice** is equipped.
- Mimics appear frequently in the Archives. Always check treasure chests before opening.

## Trivia

- Seath is one of the few dragons allied with Lord Gwyn during the ancient war. His immortality stems from his experiments with crystals.
- Big Hat Logan's story highlights his obsession with Seath's knowledge, leading to his eventual madness.

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