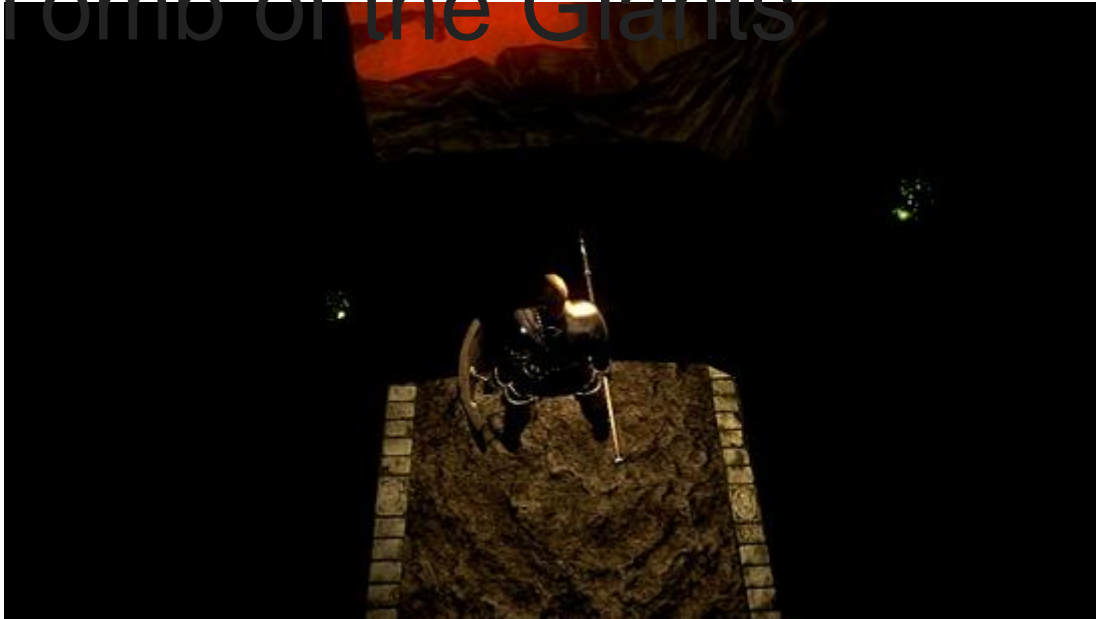


Tomb of the Giants



Tomb of the Giants

(□□□□) is a Location in Dark Souls. It is accessible after The Catacombs.

Information

The **Tomb of the Giants** is a dark, perilous area with near-pitch black lighting. It is home to large skeletal enemies, traps, and challenging terrain. Light is essential for survival here, with tools such as the **Skull Lantern**, **Sunlight Maggot**, or the **Light** sorcery being invaluable.

Area Bosses

Mandatory

Gravelord Nito:

- The final boss of the area, found in a large underground crypt.
- Utilizes devastating AoE attacks and summons skeletons.
- Drops the **Lord Soul** and 60,000 souls upon defeat.

Enemies

Giant Skeletons:

- Wield either greatswords or large bows. Slow but extremely powerful.
- Bow-wielding skeletons can be mitigated with careful positioning.

Beast Skeletons:

- Fast and aggressive four-legged enemies. Extremely high attack power and resilience.
- Best fought in open spaces; avoid confined areas.

Skeleton Poles:

- Tall skeletal enemies with polearms. Dangerous in groups.

Baby Skeletons:

- Found in Nito's lair. Inflict poison and can overwhelm with numbers.

Black Knight (Halberd):

- Found near the first fog gate. Drops high-quality gear but is challenging to defeat.

Merchants

Trusty Patches:

- Found near the third slide. Sets traps for the player but becomes a merchant afterward.
- Sells rare items such as Humanity, Crescent Axe, and Divine Blessings.
- Can relocate to [Firelink Shrine](#) after reconciliation.

Items

Key Items:

- **Skull Lantern:**
 - Dropped by Necromancers in the Catacombs or found near Patches' trap.
 - Necessary for lighting the area.
- **Large Divine Ember:**
 - Found in a hidden room accessed via the shortcut to the **Catacombs**.
 - Used for Divine weapon upgrades.

Weapons and Gear:

- **Murakumo:**
 - Dropped by Greatsword-wielding Giant Skeletons.
- **Sanctus:**
 - Dropped by Paladin Leeroy. Provides minor HP regeneration.
- **Grant:**
 - Dropped by Paladin Leeroy. A powerful great hammer requiring high Strength and Faith.

Rings:

- **Covetous Silver Serpent Ring:**
 - Found near a ledge after defeating a Giant Skeleton Archer. Increases soul gain from defeated enemies.

Upgrade Materials:

- **White Titanite Shards:**
 - Frequently dropped by Skeleton Poles.
 - Found near the **Room of Chaos**.
- **White Titanite Slabs:**
 - Found in Nito's arena, near the Baby Skeletons.

Walkthrough

From the Catacombs to the First Bonfire

- After defeating **Pinwheel**, climb the ladder in the back of his room.
- Follow the path marked with **Prism Stones** to navigate the dark. Equip a light source.
- Giant Skeletons wielding greatswords and bows guard the path. Avoid or eliminate them carefully.
- Look for the first slide, which leads to the area with **Trusty Patches** and the first bonfire.

From the First Bonfire to the Second Bonfire

- From the bonfire, take the left path past Patches to reach a ladder leading downward.
- Beware of Beast Skeletons lurking in narrow passages. Draw them to open areas to fight.
- Continue past the fog gate, defeating the Black Knight and Giant Skeletons.
- The second bonfire is located to the left of a large open area near a cliff.

From the Second Bonfire to Nito

- Proceed carefully past multiple Beast Skeletons. Stick to the walls to avoid ambushes.
- In the next large room, deal with the Skeleton Poles and Baby Skeletons.
- The fog gate at the end leads to **Gravelord Nito**.

Shortcuts

First Bonfire Shortcut:

- Near the first Giant Skeleton, jump off the ledge to land near the **Large Divine Ember** room.

Skip to Nito:

- After the second bonfire, hug the right wall to bypass most enemies and reach the fog gate.

Soul Farming

Baby Skeletons:

- In the area near Nito's fog gate, Baby Skeletons spawn infinitely. They are an infinite and relatively fast source of souls.
- Effective with high-poise armor and a fast weapon.

Skeleton Poles:

- Found near the second bonfire. Drop White Titanite Slabs, which can be sold for a high amount of souls.

Notes

- The **Tomb of the Giants** was inspired by ancient catacombs and crypts, with a strong emphasis on claustrophobia and fear of the unknown.
- Light is essential for exploring safely. Use the **Skull Lantern**, **Sunlight Maggot**, or **Light** sorcery.

Trivia

- Palaid Leeroy is likely a reference to the infamous World of Warcraft player Leeroy Jenkins, who famously rushed into a raid without preparing or waiting for his party members.

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