

DARK SOULS®

THE OFFICIAL MINI-GUIDE

FUTUREPRESS





PREPARE TO DIE LESS

If ever a game needed a great guide, it's *Dark Souls*. It's rare for a modern game to be designed so meticulously to enrage and engulf its players in a world that doesn't offer even the most basic assistance. Its enemies are relentless and its areas labyrinthine. Just providing players with area maps is enough to make slowly inching around each corner a little easier to bear.

We've done a whole lot more than that, however. This Mini-Guide is designed to reveal all of the most important elements needed to get you through the early areas of the game. The game's first three areas are covered using beautifully detailed maps along with in-depth breakdowns of every enemy you'll find within them. The Classes and Combat sections help you get started and provide invaluable tips for surviving the journey. Finally, samples from the Weapons & Equipment and NPC sections of the guide provide a glimpse of the comprehensiveness the guide offers.

The almost 400-page full guide is being released as a hardback collector's edition only, and is filled to bursting with every last drop of information we could possibly extract, excavate, extrapolate or expound upon. The contents of this Mini-Guide are but a fraction of the full guide's, and have been carefully selected to provide as much assistance as possible in the space we have. We hope to see you in the full guide!



A BRIEF CHAPTER OVERVIEW

CHAPTER 01 – Game System

The Game System covers all of the many elements that make up the game, explaining how each one works and the ways in which they affect the player. Read this chapter first if you want to head into Dark Souls fully informed, but be warned that there may be some very minor spoilers about elements from later in the game.

CHAPTER 02 – Enemy Guide

This chapter acts as a directory of the game's enemies, sorted by the area in which each one first appears. If you're having trouble with a particular enemy or boss then this is the place to come for help. If you simply want to see the data for an enemy, you can refer to the full data charts at the end of this chapter.

CHAPTER 03 – Area Guide

The Area Guide chapter can be used either as a full walkthrough to help you find your way safely through every area, or as a reference for the items and enemies you'll find within each area. The maps here will be invaluable if you want to know something about the area you're in or how to get to a particular place.

CHAPTER 04 – Weapons & Equipment

The game's vast collection of weapons, shields and armor is presented in its entirety in this chapter for easy reference. You'll find all the important stats, including data for various levels of upgrade, and overviews of the different types of weapons you can use.

CHAPTER 05 – Magic & Items

The game's full compliment of Magic and items are all covered here in detail. You'll find the stats for each item and descriptions of what each one does or is used for. In the case of Magic, each set of spells has its strengths and weaknesses analyzed.

CHAPTER 06 – Extras

This chapter is crammed with extra information on topics that players wanting to get the most out of the game will find extremely useful. The "NPCs of Dark Souls" section details everything you'll need to know NPCs and their appearances and events. Then there's the "Achievement/Trophy Guide" section, designed to help you get every single Achievement or Trophy, and sections for New Game + and Rare Enemies that reveal valuable information for dedicated players.

ABOUT FUTURE PRESS' VIDEO CODES

A special feature of selected Future Press game guides – including this one – are Video Codes. Many strategies, techniques and tricks that are a little bit harder to put into action are tagged with a Video Code consisting of a five-digit number. Enter this number on our website and a video will pop up, allowing you to see the referenced topic in motion.

For an even simpler experience, download our brand new Video Code app with your iOS or Android device (see www.future-press.com/app) and simply scan the codes with the integrated QR reader. Note that our QR codes do not work with other QR readers.

The Video Code feature is a free service that any owner of the full guide can enjoy. The Video Codes you'll find in this Mini-Guide are available to everyone as an example of how helpful and easy-to-use this feature is.

The contents of this mini-guide are shown below in white, while the sections in grey only appear in the full guide. Note that the sections in white may not always contain the entire contents of the section as you would find it in the full guide. Click on any of the white topics to be taken straight to the relevant page.

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CHAPTER 01

GAME SYSTEM

Dark Souls is an extremely complicated and deep game, designed to reward players for exploring and punish them for impatience. You can play the game without understanding the many systems that underlie it, but the more insight you gain the more you'll get from the experience. This chapter will provide you with everything you'll need to know in order to get started in Dark Souls and to eventually master it.



CLASSES

Your Class is one of the things you'll select when creating your character. It decides what equipment you'll start with and which stats you'll gain an early advantage in [→□ 01]. Once you've leveled your character up and have progressed a good way into the game, the Class you select will have very little impact on your character, outside of some unique abilities some classes come with. This is because every class can use all available weapons or magic types as long as you've leveled the required stat up enough to allow it. The starting stats and basic equipment for each Class are listed here for easy reference.



01

Starting Stats

Class											
Warrior	4	594	11	8	12	13	13	11	9	9	9
Knight	5	659	14	10	10	11	11	10	9	11	11
Wanderer	3	573	10	11	10	10	14	12	11	11	8
Thief	5	552	9	11	9	9	15	10	12	11	11
Bandit	4	616	12	8	14	14	9	11	8	10	10
Hunter	4	594	11	9	11	12	14	11	9	9	9
Sorcerer	3	531	8	15	8	9	11	8	15	8	8
Pyromancer	1	573	10	12	11	12	9	12	10	8	8
Cleric	2	594	11	11	9	12	8	11	8	14	
Deprived	6	594	11	11	11	11	11	11	11	11	11

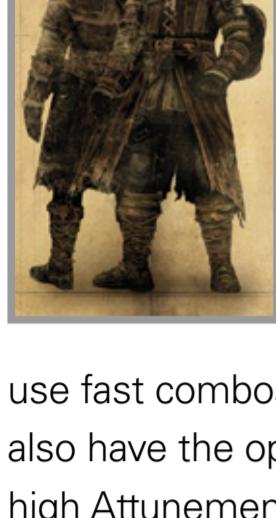
Starting Equipment

Class	Armor	Weapons	Shield	Magic	Other
Warrior	Standard Helm, Hard Leather Armor, Hard Leather Gauntlets, Hard Leather Boots	Longsword	Heater Shield	None	None
Knight	Knight Helm, Knight Armor, Knight Gauntlets, Knight Leggings	Broadsword	Tower Kite Shield	None	None
Wanderer	Wanderer Hood, Wanderer Coat, Wanderer Manchette, Wanderer Boots	Scimitar	Leather Shield	None	None
Thief	Thief Mask, Black Leather Armor, Black Leather Gloves, Black Leather Boots	Target Shield	Bandit's Knife	None	Master Key
Bandit	Brigand Hood, Brigand Armor, Brigand Gauntlet, Brigand Trousers	Battle Axe	Spider Shield	None	None
Hunter	Leather Armor, Leather Gloves, Leather Boots	Shortsword, Short Bow	Large Leather Shield	None	Standard Arrow x30
Sorcerer	Sorcerer Hat, Sorcerer Cloak, Sorcerer Gauntlets, Sorcerer Boots	Dagger	Small Leather Shield	Sorcerer's Catalyst	Soul Arrow
Pyromancer	Tattered Cloth Hood, Tattered Cloth Robe, Tattered Cloth Manchette, Heavy Boots	Hand Axe	Cracked Round Shield	Pyromancy Flame	Fireball
Cleric	Holy Robe, Traveling Gloves, Holy Trousers	Mace	East-West Shield	Canvas Talisman	Heal
Deprived	None	Club	Plank Shield	None	None



Warrior

The Warrior is a good all-round choice due to the character's combination of high Strength and Dexterity, allowing them to make use of most early equipment they come across. It also has respectable Intelligence and Faith stats, so using magic is an option if you want to put a few levels into one of these stats. The Heater Shield is a very good starting addition, as it will allow the Warrior to block 100% of physical damage from the beginning of the game. Their strong starting armor combined with decent Resistance can make them a good choice for players that like to be defensive and patient.



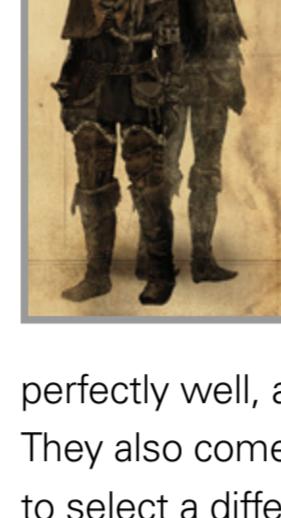
Wanderer

Wanderers are another good all-round Class, but with a focus on speed and evading, rather than high defense. Their Vitality is relatively low, so getting hit is a bad idea. The Scimitar is a very useful starting weapon due to the Class's high Dexterity, its high attack speed and the large radius of its attacks. You'll want to close the distance quickly and use fast combos to take out enemies before they can attack. You'll also have the option to fight at range with spells, thanks to their fairly high Attunement and Intelligence stats, or use a Bow.



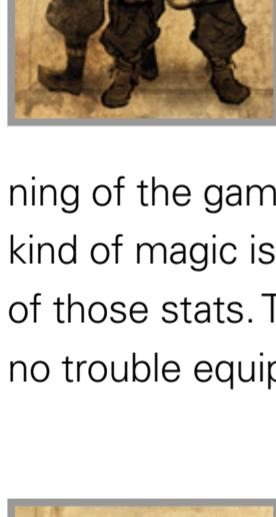
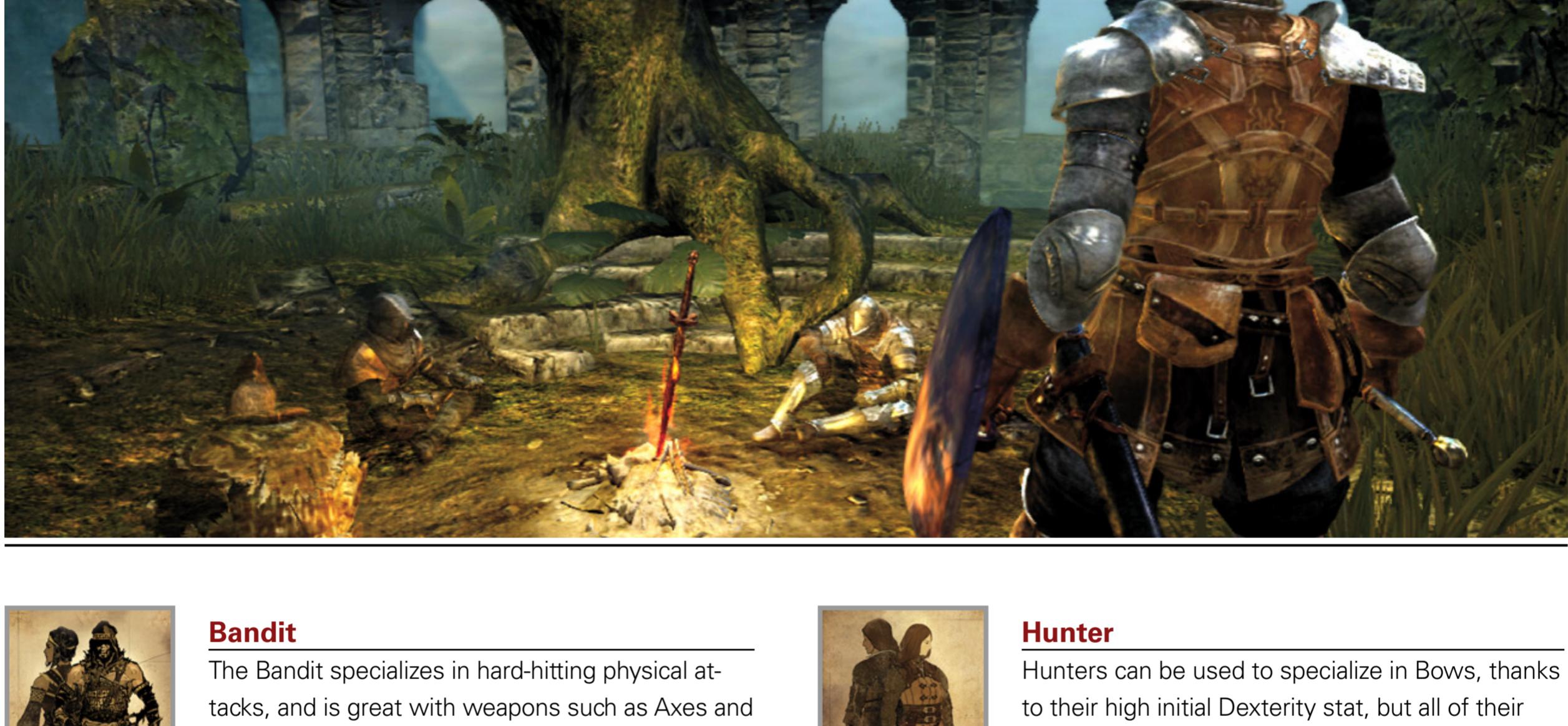
Knight

The Knight is a tank class, starting with the highest Vitality and Resistance values of all classes, as well as the most robust equipment. This does mean that Knights move slowly, so you will need to fight carefully and expect to take some hits. Most weapons are easily equipable by a Knight, and their Faith stat is high enough to use Miracles for healing, but you'll need to increase your strength in order to focus on killing enemies in as few attacks as possible.



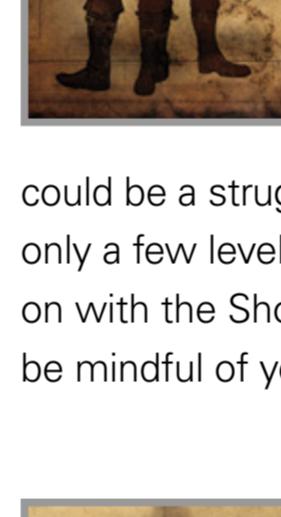
Thief

The high critical rate the Thief enjoys is a very nice advantage, especially when combined with the speed of their Dagger attacks. They aren't built very solidly, however, with low Vitality, Strength and Endurance stats making them a weak target and also reducing their weapon choices. The Dagger is capable of dealing with most enemies perfectly well, and complements the Thief's speed and evasive style. They also come with the Master Key by default, which allows them to select a different Gift and access many locked doors much easier than other Classes could.



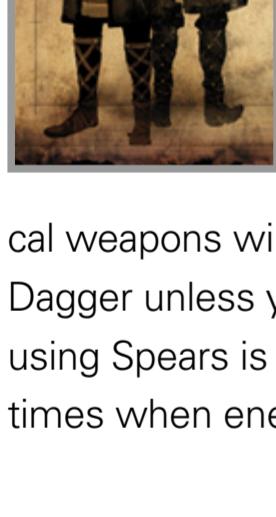
Bandit

The Bandit specializes in hard-hitting physical attacks, and is great with weapons such as Axes and Straight Swords. The starting Battle Axe is great for the game's early areas, where dealing with enemies in as few hits as possible is important. Their high Endurance and Strength will mean that of all Classes they deal the most damage at the beginning of the game. The Bandit's magic stats are very poor, so using any kind of magic isn't an option without spending a lot of levels on one of those stats. Their starting Armor also isn't great, but you will have no trouble equipping better Armor and Shields as you find them.



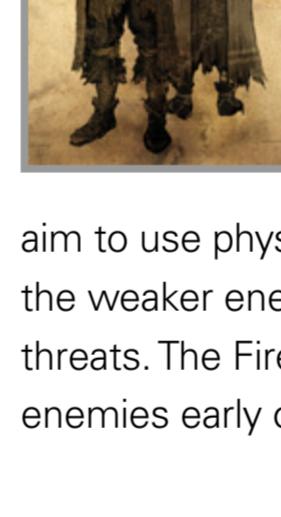
Hunter

Hunters can be used to specialize in Bows, thanks to their high initial Dexterity stat, but all of their other stats are fairly average. This means they'll also favor high Dexterity weapons such as Spears and Rapiers. Their low Equip load means they can roll fast and evade well, so using quicker weapons to strike and retreat is a good idea. Using magic could be a struggle early on, but any other weapon is realistic with only a few level ups. You should weaken enemies from range early on with the Short Bow, and then finish them with a fast strike, but be mindful of your supply of Arrows.



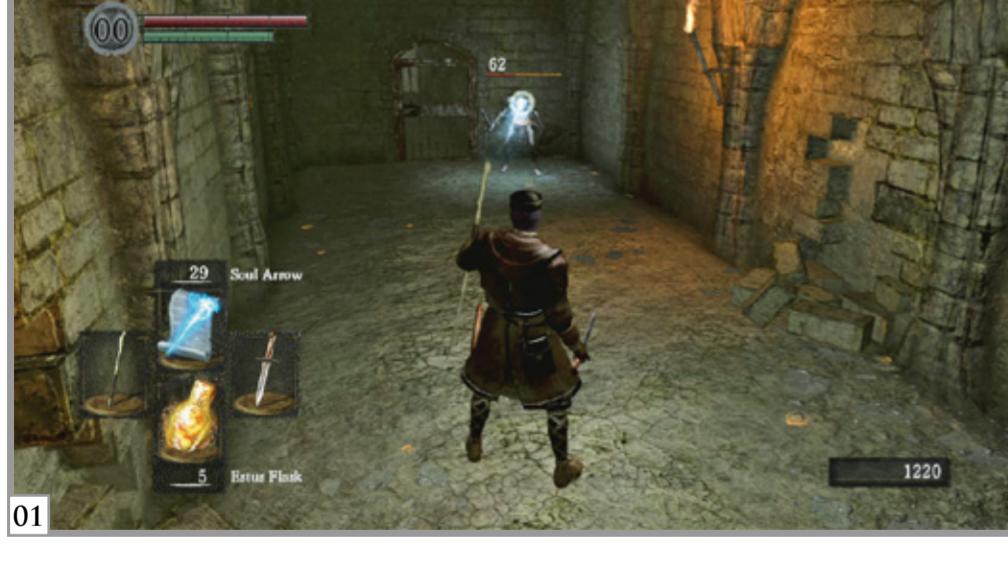
Sorcerer

If you want to use magic as your primary offensive tool, then the Sorcerer is the best Class to begin with. The Soul Arrow will be your primary source of damage early in the game, and with 30 uses you can weaken enemies easily [→□ 01]. Their high Attunement and Intelligence make both Sorcery and Pyromancy viable early on. Using physical weapons will be a struggle, however, so you'll be limited to your Dagger unless you spend points on Strength. Dexterity is decent, so using Spears is also an option. This can provide you with a fallback at times when enemies are resistant to your magic.



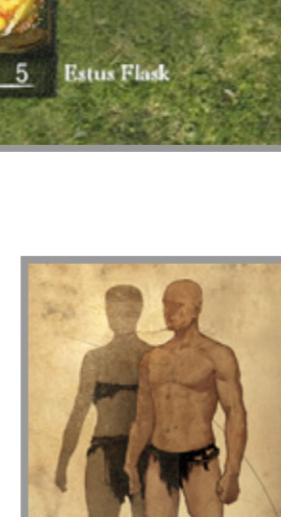
Pyromancer

Combining powerful fire magic with decent physical weapon ability, the Pyromancer has good offensive options from the start. As the only Class that starts at Level 1, you can choose the order in which every single stat is increased. The Hand Axe is a good starting weapon, allowing for decent damage in the early areas of the game. You should aim to use physical attacks with medium speed weapons against the weaker enemies and keep magic stocked up for more serious threats. The Fireball allows you to take down some very powerful enemies early on much easier than other Classes.



Cleric

Clerics can use Miracles to heal thanks to their high starting Faith stat and equipped Talisman. Their other stats are ok, so you'll have plenty of freedom in weapon selection after a few level ups. The low Dexterity does hamper this a little, but you can use weapons such as Maces and Hammers to get around this [→□ 02]. Clerics will be well suited to these weapons, as taking on enemies directly with slower weapons is offset by their ability to heal more often than other Classes. Aim to Heal outside battle, and use the Estus Flask in battle when necessary, because the Heal Miracle is slow to activate and leaves you open to attack.



Deprived

The Deprived can be considered the expert player's Class, as its terrible lineup of starting equipment makes the beginning stages of the game much harder to get through until you find better Weapons and Armor. The benefit experienced players will get from the Deprived is that it starts with all stats at 11, so it can truly be developed into any kind of character. This gives a challenge in the early stages, as their lack of equipment means you won't be able to take any hits, so it relies on the player being more experienced with the game.

INVENTORY & EQUIPMENT

This section explains everything about your inventory and the usage and storing of equipment in Dark Souls. Learning to properly make use of the Quick Inventory Slots should be your first priority when starting out. This is a system that gives you instant access to your most important items during gameplay without having to enter any menus.

INVENTORY BASICS

Your inventory in Dark Souls can get very full once you start picking up lots of items. You can hold up to 1984 items at maximum load (not including key items), but holding this many items makes managing your inventory a time consuming affair. So once you start amassing items it is worth purchasing the Bottomless Box and moving items into it. This lets you clean up your “on board” or personal inventory and makes for much quicker searching.

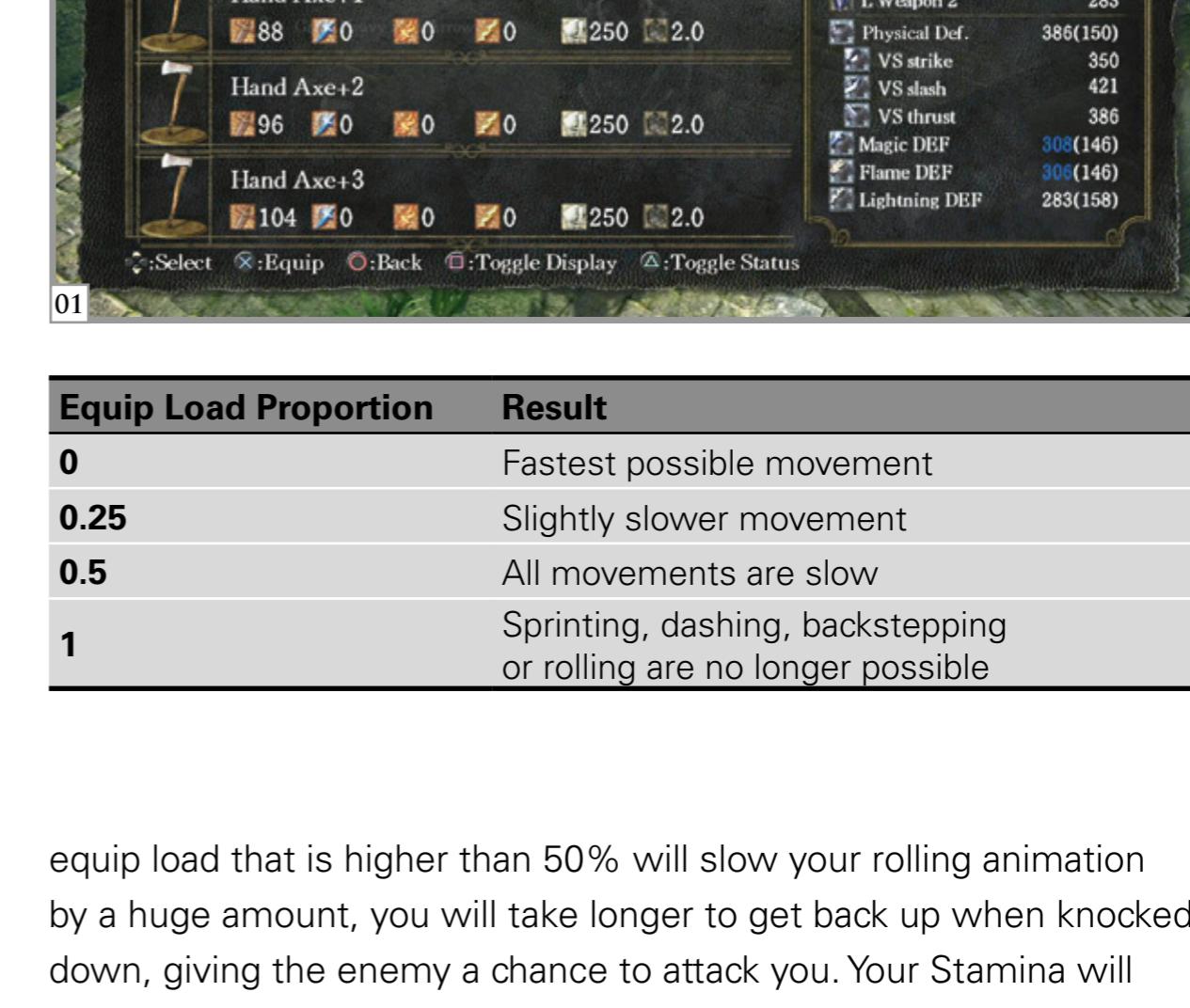
Keys

When you acquire a key, it will be placed in the key tab in the inventory screen. Keys cannot be dropped and will always remain in your inventory until you complete the game. You can acquire keys from merchants, defeating bosses or by simply finding them on the floor.

Equipment Load

Each weapon or armor you equip will have an effect on your equipment load, based on its weight value. You can see what your total equipment load is on the View Status screen. You can check how each weapon or armor will affect your equipment load by pressing the Stance button and cycling through the items. Your total equip load depends on your Endurance level [→ 01]. Your character will maneuver differently depending on how much you have filled your Equipment Load.

If your Equip Load is under 25% of your total equip load, you will be able to roll much faster and further, and your Stamina will also regenerate at its highest rate. If your equip load is over 25% but under 50% then you will roll and recover slightly slower. Having an



Equip Load Proportion	Result
0	Fastest possible movement
0.25	Slightly slower movement
0.5	All movements are slow
1	Sprinting, dashing, backstepping or rolling are no longer possible

equip load that is higher than 50% will slow your rolling animation by a huge amount, you will take longer to get back up when knocked down, giving the enemy a chance to attack you. Your Stamina will also regenerate more slowly. Having an equip load that exceeds 100% of your total equip load will make your character extremely sluggish; you will not be able to run, sprint or roll at all and your Stamina will regenerate much more slowly.

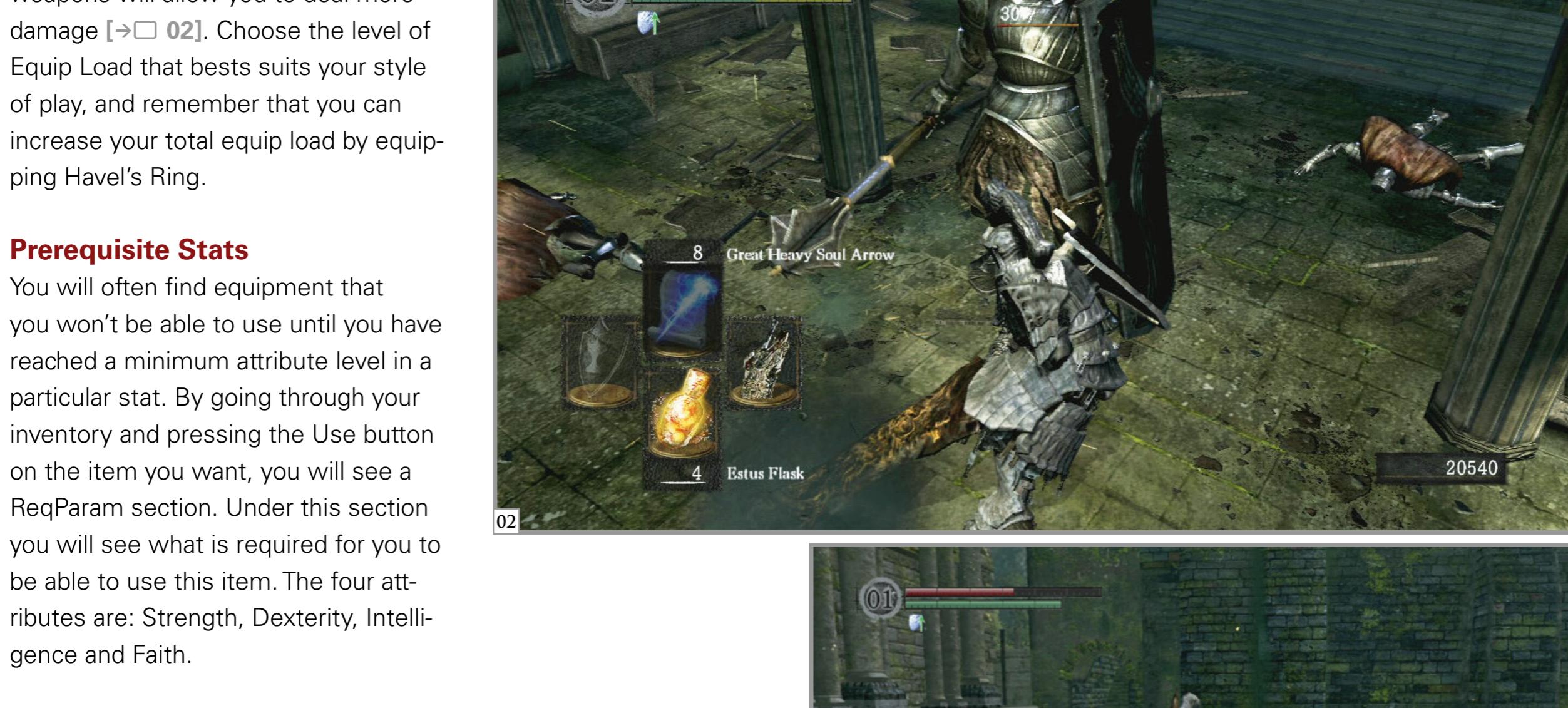
Endurance	Equip Load
1	35.0
2	36.0
3	37.0
4	38.0
5	39.0
6	40.0
7	41.0
8	42.0
9	43.0
10	44.0
11	45.0
12	46.0
13	47.0
14	48.0
15	49.0
16	50.0
17	51.0
18	52.0
19	53.0
20	54.0

Endurance	Equip Load
21	55.0
22	56.0
23	57.0
24	58.0
25	59.0
26	60.0
27	61.0
28	62.0
29	63.0
30	64.0
31	65.0
32	66.0
33	67.0
34	68.0
35	69.0
36	70.0
37	71.0
38	72.0
39	73.0
40	74.0

Endurance	Equip Load
41	75.0
42	76.0
43	77.0
44	78.0
45	79.0
46	80.0
47	81.0
48	82.0
49	83.0
50	84.0
51	85.0
52	86.0
53	87.0
54	88.0
55	89.0
56	90.0
57	91.0
58	92.0
59	93.0
60	94.0

Endurance	Equip Load
61	95.0
62	96.0
63	97.0
64	98.0
65	99.0
66	100.0
67	101.0
68	102.0
69	103.0
70	104.0
71	105.0
72	106.0
73	107.0
74	108.0
75	109.0
76	110.0
77	111.0
78	112.0
79	113.0
80	114.0

Endurance	Equip Load
81	115.0
82	116.0
83	117.0
84	118.0
85	119.0
86	120.0
87	121.0
88	122.0
89	123.0
90	124.0
91	125.0
92	126.0
93	127.0
94	128.0
95	129.0
96	130.0
97	131.0
98	132.0
99	133.0



As you can see in the graph here, Equip Load has a very stable growth curve, so you'll be increasing it noticeably right up until the point where you've maxed your Endurance out. Slowing your character down to take advantage of your full Equip Load is not necessarily a bad thing, as wearing heavier armor will increase your defense, allowing you to take more hits, and wielding heavier weapons will allow you to deal more damage [→ 02]. Choose the level of Equip Load that best suits your style of play, and remember that you can increase your total equip load by equipping Havel's Ring.

Prerequisite Stats

You will often find equipment that you won't be able to use until you have reached a minimum attribute level in a particular stat. By going through your inventory and pressing the Use button on the item you want, you will see a ReqParam section. Under this section you will see what is required for you to be able to use this item. The four attributes are: Strength, Dexterity, Intelligence and Faith.

You will still be able to equip the item even if your attribute level is too low, but you will not be able to use it efficiently. You will see a message on the screen alerting you of the penalties that will be imposed. The item will also have a red X over its icon reminding you of this fact. [→ 03]

QUICK INVENTORY SLOTS

You can change the items that you have equipped in your Quick Inventory Slots at any time. To change an item, press the Start button and select the change equipment option. From here you can change the five items that are currently equipped in each slot by selecting a slot and choosing the weapon, armor or item you want from your available list.

Right Hand Slot

You are able to equip up to two weapons in your Right Hand Slot. You can switch the weapons by pressing Right on the directional pad, and can change which weapons you have equipped by pressing Start and selecting the “change equipment” option. Press R1/RB to do a normal attack and R2/RT to do a strong attack.

Left Hand Slot

You are able to equip another two weapons onto your Left Hand Slot, and can switch these weapons by pressing Left on the directional pad. You will most likely be equipping a shield on your left hand in order to block enemy attacks [→ 04]. Press L1/LB to block and L2/LT to parry. If you have a Greatshield equipped, you will use a shield bash attack instead of parrying.

A weapon equipped to your left hand will behave differently, depending on the specific weapon. You will either hold it up to block enemy attacks or you'll be able to attack with it, essentially dual wielding of

the items in the Left Hand Slot. To equip and change which weapons are in the Left Hand Slot, press Start and select the change equipment option.

Items Slot

You will be able to select five items that you currently have in your inventory and set them to the Items Slot for easy access during gameplay. Once it's in the Items Slot, simply press the Use button [→ 05]. Pressing down on the directional pad will allow you to cycle through the items you have available, and the next item you have set will be equipped.

Note: If you press the Use button while you don't have an item equipped, or try to use a non-useable item, your character will shrug. This means it won't work and is not allowed.

Magic Slot

The Magic Slot lets you use any spells that you have equipped in the same way as with items; you can cycle through your equipped spells by pressing Up on the directional pad. To use a spell you must equip the correct spell-casting weapon and then press the L1/LB or R1/RB button depending on which hand you have equipped your magic weapon in. To cast a Sorcery spell you must have a Catalyst equipped, to cast a Miracle you must have a Talisman equipped, and to cast a Pyromancy spell you must have a Pyromancy Flame equipped. You can change which spell you have equipped by using a Bonfire and selecting the Attune Magic option.

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Left Hand Slot

You are able to equip another two weapons onto your Left Hand Slot, and can switch these weapons by pressing Left on the directional pad. You will most likely be equipping a shield on your left hand in order to block enemy attacks [→ 04]. Press L1/LB to block and L2/LT to parry. If you have a Greatshield equipped, you will use a shield bash attack instead of parrying.

A weapon equipped to your left hand will behave differently, depending on the specific weapon. You will either hold it up to block enemy attacks or you'll be able to attack with it, essentially dual wielding of

the items in the Left Hand Slot. To equip and change which weapons are in

UNDERSTANDING COMBAT

In this section you'll find all of the information you need to get a grasp of the combat in Dark Souls. The combat is simple at heart, but also deep in possibilities. To begin with you'll simply want to focus on defending and staying alive. This means being very patient and not rushing in to attack. Learn about the various elements that affect combat here and keep them in mind when engaging enemies.

CRITICAL COMBAT INFORMATION

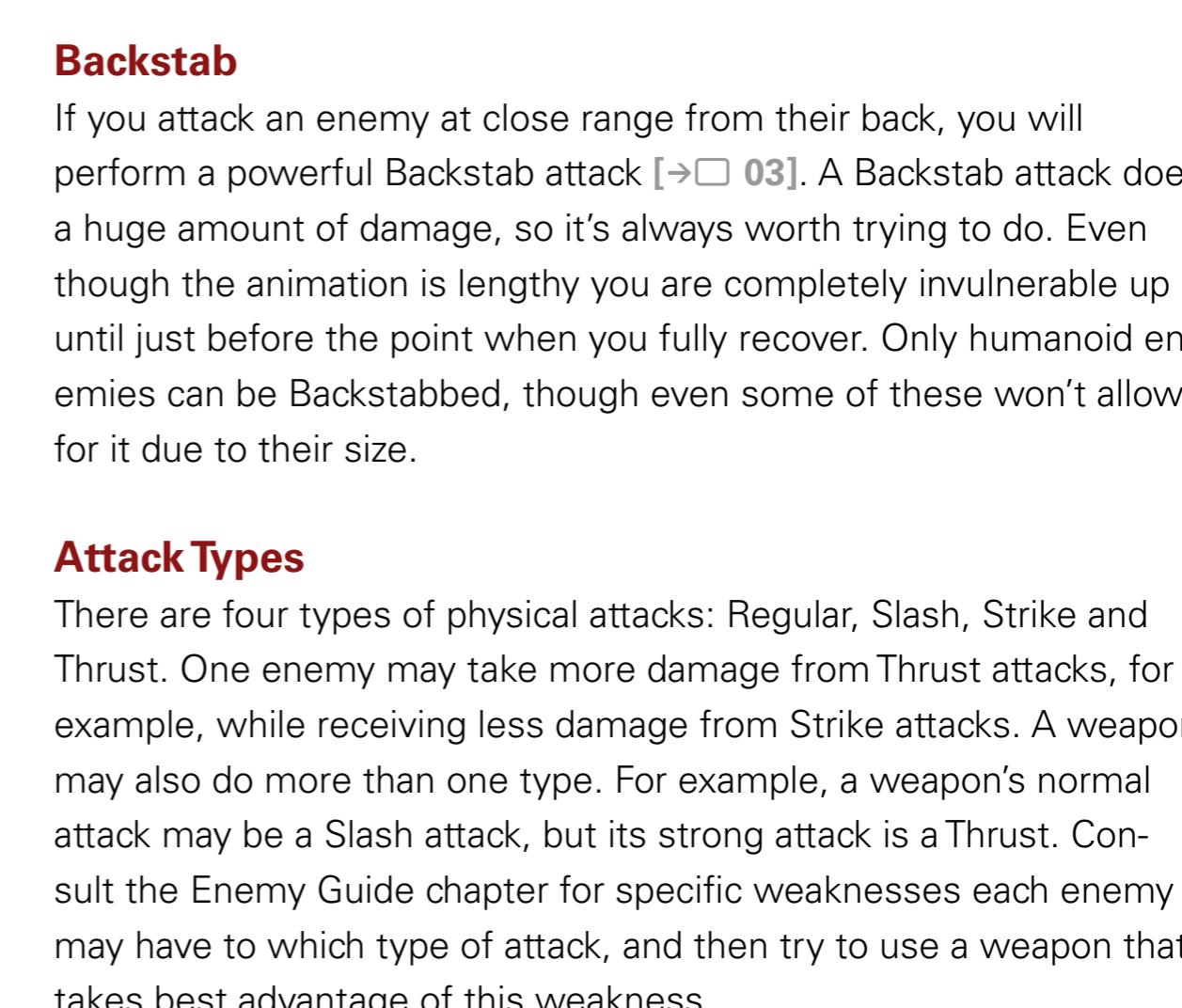
Stamina

Stamina is the energy you consume when doing various actions, and is one of the keys to successful combat in Dark Souls. You will use up Stamina when you attack, block an attack, parry, roll or sprint, so it's extremely important to keep watching your Stamina gauge during combat. Stamina begins to regenerate when you stop doing these tiring actions, so you should always try to retreat and regroup any time your Stamina gets low [→ 01]. Note that your Stamina recovery rate is lower when you have your shield raised to block, so lower your shield any time you are not in danger. If you run out of Stamina you will not be able to attack or roll, which will obviously give your enemy an advantage, so make certain to always leave some Stamina remaining for emergency use.



Lock-On in Combat

Clicking in the Right Stick will cause you to lock-on to the nearest enemy. If there are multiple enemies, you can press Left or Right on the Right Stick to switch which enemy you are locked onto. Locking on will make it a lot easier to hit your desired target, and this is especially important against small enemies such as Dogs and Rats. [→ 02]



You should be careful when using lock-on during combat, especially when fighting in enclosed areas, because your movements when locked on will be drawn to your target's location. This can actually cause you to end up rolling off the edge of a cliff if your target happens to move too close to it, or you may move directly into the path of another enemy's attack. This means you'll need to switch between using lock-on and fighting without it depending on the situation.

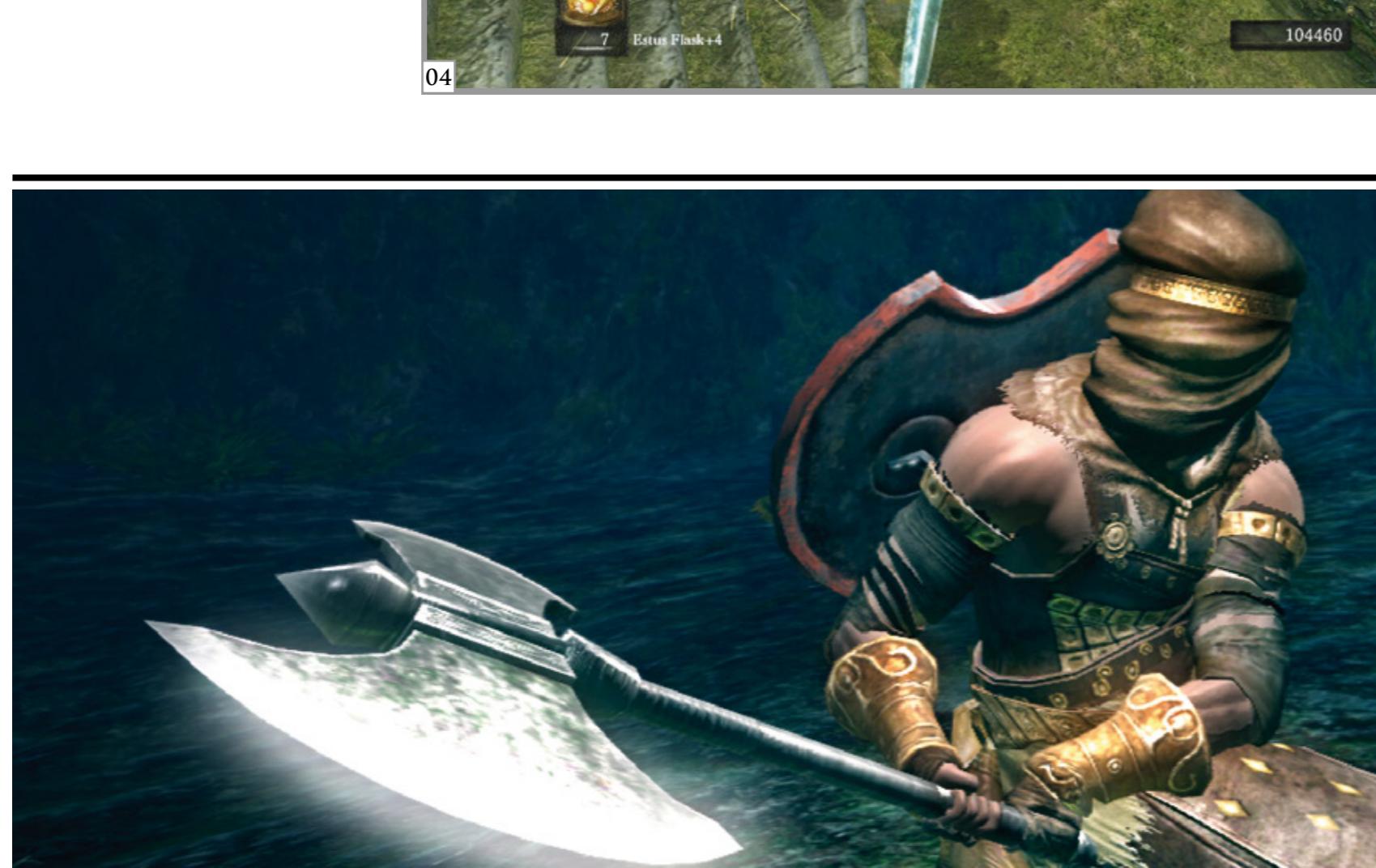
Critical Strikes

You will be able to land critical attacks for much higher damage on your enemies depending on your equipped weapon's critical rate. A higher critical stat increases the extra damage that these critical attacks will deal, which can result in huge increases of up to 500% damage. Attacking the enemy at certain points during their attacks or attacking them from behind will greatly increase the chance of a critical attack happening, so this is worth attempting any time you see the enemy using a very slow attack that you can easily interrupt. Killing an enemy with a Critical attack will also grant a 20% bonus to the Souls you'll receive.

If you attack an enemy at close range from their back, you will perform a powerful Backstab attack [→ 03]. A Backstab attack does a huge amount of damage, so it's always worth trying to do. Even though the animation is lengthy you are completely invulnerable up until just before the point when you fully recover. Only humanoid enemies can be Backstabbed, though even some of these won't allow for it due to their size.

Attack Types

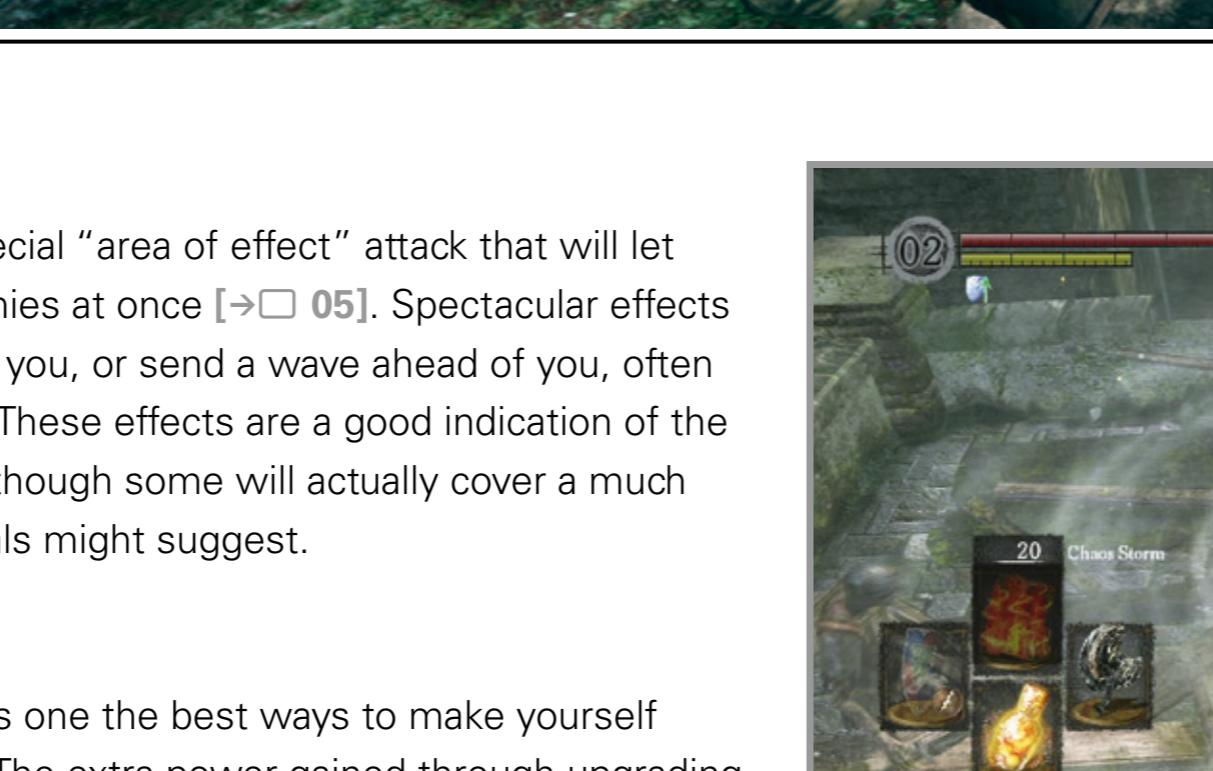
There are four types of physical attacks: Regular, Slash, Strike and Thrust. One enemy may take more damage from Thrust attacks, for example, while receiving less damage from Strike attacks. A weapon may also do more than one type. For example, a weapon's normal attack may be a Slash attack, but its strong attack is a Thrust. Consult the Enemy Guide chapter for specific weaknesses each enemy may have to which type of attack, and then try to use a weapon that takes best advantage of this weakness.



Attack Hitboxes

Each attack in the game, be it yours or the enemy's, has its own unique "hitbox". A hitbox is essentially the area in which the attack is counted as "active", and anything that enters this area will be hit by it. In the case of enemy attacks, this means that some attacks may hit you from further away than it appears they should, while others may allow you to get much closer than you'd think without being struck. This is something you should aim to remember about each attack and take advantage of whenever possible.

The same principle applies to your own attacks. You'll often notice that with larger weapons a horizontal swinging attack can slice through and damage multiple enemies at once if they are grouped close enough together [→ 04]. You'll need to get used to this and take advantage of it to interrupt entire groups of enemies in order to avoid being swamped by them.



Area of Effect (AOE)

Some weapons have a special "area of effect" attack that will let you easily hit several enemies at once [→ 05]. Spectacular effects that cover the area around you, or send a wave ahead of you, often accompany these attacks. These effects are a good indication of the attack's range and hitbox, though some will actually cover a much greater area than the visuals might suggest.



Weapon Upgrading

Upgrading your weapons is one of the best ways to make yourself more effective in combat. The extra power gained through upgrading weapons as much as possible will make a huge difference in your ability to take down enemies in fewer hits, therefore putting you at less risk in battle.



DEALING WITH ENEMIES

Enemy Attacks

The enemies in Dark Souls can hit you with a variety of attacks. Most of these can be blocked or evaded. Your stats in each defensive category determine how well you can sustain such an attack when blocking. With some attacks, you may find it better or easier to roll under or away from them, as you will

consume less Stamina and not leave

yourself vulnerable to having your guard broken [→ 06].

Enemies can make use of the same different attack types as you, and your own armor's defense

against Thrusts or Slashes, for example,

will determine how much damage you

take from each attack.

as a result of you continually attacking the tail section. It is recommended to attempt to cut off an enemy's tail any time you think it may be possible, as doing so may result in a weapon being dropped.

Many enemies will deal with your attacks in different ways. You'll mostly find that enemies with a shield will only try to block your attacks. However, there are some shield-wielding enemies that can parry your attack and counter with a riposte attack of their own. Most enemies have the ability to jump around you, evading your attacks, or very quickly backdash to a position outside of your attack's maximum range. At these times they are highly likely to retaliate with an attack of their own, so be prepared.

Asylum Demon

4 Fireball
5 Ether Flail

172

Enemy Evasion

Many enemies will deal with your attacks in different ways. You'll mostly find that enemies with a shield will only try to block your attacks. However, there are some shield-wielding enemies that can parry your attack and counter with a riposte attack of their own. Most enemies have the ability to jump around you, evading your attacks, or very quickly backdash to a position outside of your attack's maximum range. At these times they are highly likely to retaliate with an attack of their own, so be prepared.

Enemy Tails

You will find that quite a few of the game's larger enemies and bosses have tails, which they'll often use to attack you. Some of these enemies may

have their tails cut off during combat

as a result of you continually attacking the tail section. It is recommended to attempt to cut off an enemy's tail any time you think it may be possible, as doing so may result in a weapon being dropped.

Boss Battles

A boss is an enemy that is usually much stronger and larger than the average enemies you find throughout the game. Entering a boss battle will trap you in the area, so you will not be able to leave until you defeat or are defeated by the enemy, though you do still have the option to use items and spells that return you to Bonfires. The boss enemy's health will be displayed via the large bar at the bottom of the screen, which also reveals its name. [→ 07]



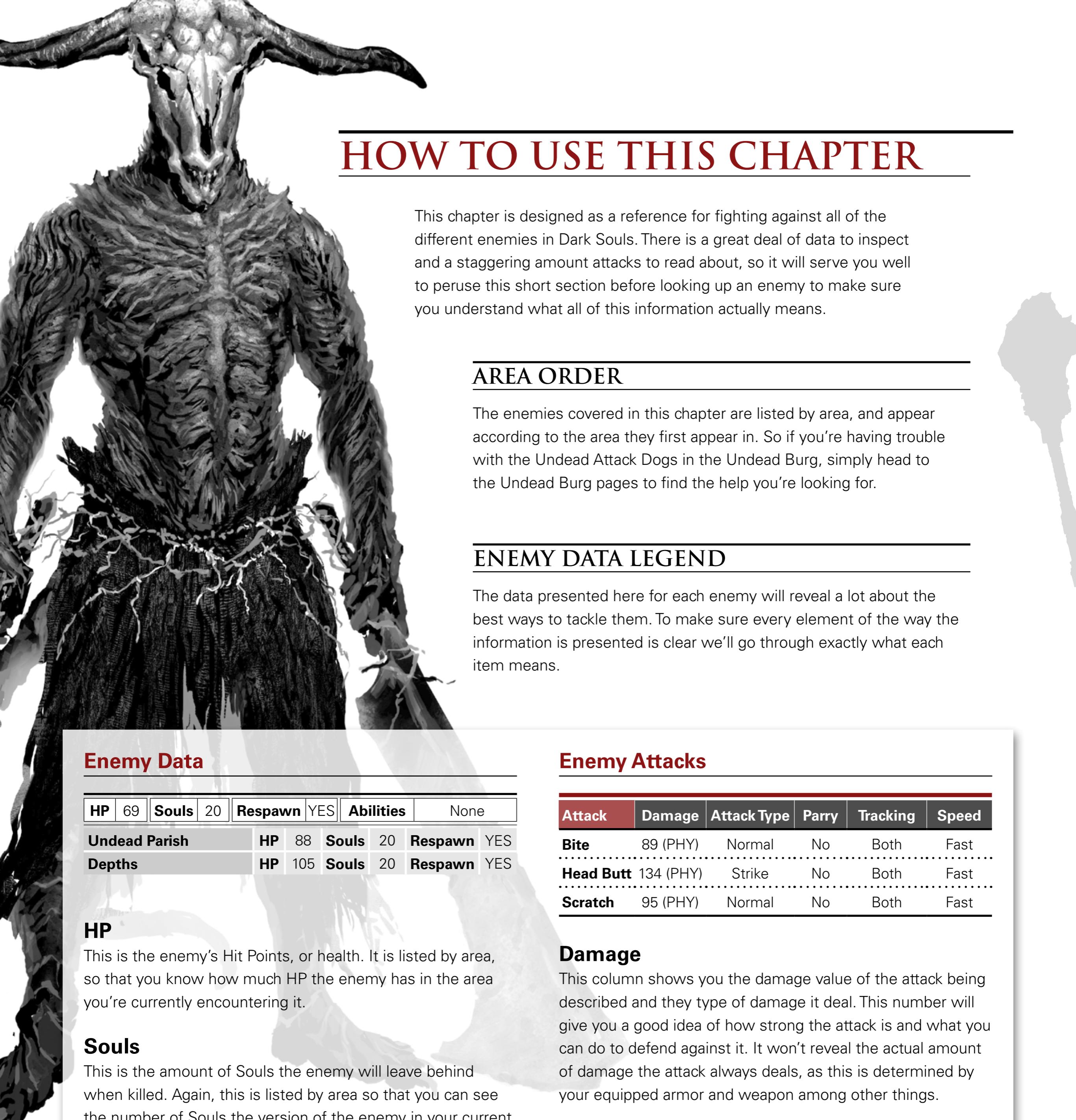


CHAPTER 02

ENEMY GUIDE

The enemies are the real stars of the show in Dark Souls. Dealing with them and surviving their many forms of attack is where the game's heart really lies. This chapter aims to make it harder for them to surprise you, harder for them to trap you and impossible for them to truly overwhelm you. You'll find all the tools you need here to take them on with confidence and bring them down with style.





HOW TO USE THIS CHAPTER

This chapter is designed as a reference for fighting against all of the different enemies in Dark Souls. There is a great deal of data to inspect and a staggering amount attacks to read about, so it will serve you well to peruse this short section before looking up an enemy to make sure you understand what all of this information actually means.

AREA ORDER

The enemies covered in this chapter are listed by area, and appear according to the area they first appear in. So if you're having trouble with the Undead Attack Dogs in the Undead Burg, simply head to the Undead Burg pages to find the help you're looking for.

ENEMY DATA LEGEND

The data presented here for each enemy will reveal a lot about the best ways to tackle them. To make sure every element of the way the information is presented is clear we'll go through exactly what each item means.

Enemy Data

HP	69	Souls	20	Respawn	YES	Abilities	None
Undead Parish	HP	88	Souls	20	Respawn	YES	
Depths	HP	105	Souls	20	Respawn	YES	

HP

This is the enemy's Hit Points, or health. It is listed by area, so that you know how much HP the enemy has in the area you're currently encountering it.

Souls

This is the amount of Souls the enemy will leave behind when killed. Again, this is listed by area so that you can see the number of Souls the version of the enemy in your current area will drop.

Respawn

This column informs you if the enemy will respawn when you rest at a Bonfire. As with previous entries, this is shown on a per area basis in cases where an enemy respawns in one area but not in another.

Abilities

This entry details any special abilities the enemy may have, such as healing with an Estus Flask when their health begins to get low.

Enemy Drops

M	E	D	C	B	A	S
Guaranteed Drop	Common Drop	Semi Common Drop	Semi Rare Drop	Quite Rare Drop	Rare Drop	Very Rare Drop

The enemy drop information can be found near its name and will list all of the items the enemy or group of enemies can drop once killed. In the case of enemies that are covered as a group, the drops for each type within the group will be shown under the type's name in bold. Sometimes an enemy may

Enemy Attacks

Attack	Damage	Attack Type	Parry	Tracking	Speed
Bite	89 (PHY)	Normal	No	Both	Fast
Head Butt	134 (PHY)	Strike	No	Both	Fast
Scratch	95 (PHY)	Normal	No	Both	Fast

Damage

This column shows you the damage value of the attack being described and the type of damage it deals. This number will give you a good idea of how strong the attack is and what you can do to defend against it. It won't reveal the actual amount of damage the attack always deals, as this is determined by your equipped armor and weapon among other things.

Damage Type

The damage type column shows you what type of attack it is.

Parry

This column simply tells you if the attack can be parried.

Tracking

This column reveals the directions in which the attack will track you.

Speed

This column gives you an idea of the attack's relative speed.

drop a different item when you encounter it a second time later in the game, and in these cases the item in question will be listed under the name of the area where this version of the enemy appears, again shown in bold.

PAGE EXAMPLE

We'll use the example page here to explain clearly what each element of the chapter actually means and how best to use it.

01 Area Name

This is the name of the area currently being covered. This name will appear on screen every time you enter the area, regardless of where you enter it. When you see this name appear on screen you know you've crossed the boundary into the new area, and if you check the map you can work out which entrance you've used to get there by looking for the name of the area you came from.

02 Previously Encountered Enemies

This list shows you at a glance the names of all enemies that appear within the current area but have already been covered in a previous area. To read the full strategy for one the enemies in this list, simply go to the page for the first area listed after its name.

UNDEAD ASYLUM 01

The Undead Asylum is essentially a tutorial area, sparsely populated with enemies and easy to make your way through. Since you are just starting, you will only be able to use your class' starting equipment, which you will find dotted around the area. The enemies are all of the Zombie-type, the easiest and most basic enemy, and the boss, the Asylum Demon, is just designed to get you used to fighting a larger enemy and learn to avoid its attacks. The environment also allows for you to make use of the diving attack from higher ground. This is a powerful tool you should look to use whenever possible.

ZOMBIES 03 (DOCILE, SWORD, ARCHER)

Running Slash

Stab Attack

Arrow Attack

Item Drops

Sv 06
Broken Straight Sword (A)

Archer

Short Bow (A)

Docile

The Docile Zombie will pay no attention to you, as their attention will be focused elsewhere. They usually won't even turn to face you, so you'll be able to perform a Backstab very easily. Once attacked, the Docile Zombie will become aggressive and turn into the Sword variant, so it's best to kill them before they have the chance to strike back.

Sword

The Sword-wielding Zombie will usually rush in to attack you as soon as it spots you. Luckily, all of its attacks can be easily blocked. The Quick Barrage attack is important, as it's the only multiple-hit attack they use. If your Class has a shield that's not strong enough to properly block the attack then you'll need to rely on backstepping against it, due to the its tracking. If, however, you have a shield that can fully block the attack and stagger the Zombie, then you can easily move around to its back for a Backstab. Because of this, the Sword Zombies will only pose a real threat if they attack in groups, so you must kill them before they have a chance to attack together.

Archer

As you'd expect, Archers will shoot arrows from a distance. These can be blocked rather easily or avoided by simply moving out of their path. It's best to move towards the Archer with your shield raised, though you can roll through the arrows if you want to advance more quickly. Once you get close, the Archer will go down in a few slashes from most weapons.

HP 69	Souls 20	Respawn YES	Abilities None		
Undead Burg	HP 88	Souls 20	Respawn YES		
Undead Parish	HP 105	Souls 20	Respawn YES		
Attack	Damage	Attack Type	Parry	Tracking	Speed
Stab Attack 04	108 (PHY)	Normal	Yes	Left	Medium
Two Handed Sword Slash	152 (PHY)	Normal	Yes	Neither	Slow
Running Slash	100 (PHY)	Normal	Yes	Both	Fast
Quick Barrage*	85 (PHY)	Normal	Yes	Neither	Fast
Arrow Attack (Archer)	85 (PHY)	Thrust	No	Neither	Medium

*6 hit Combo

Depths	HP 123	Souls 50	Respawn YES
Painted World of Ariamis	HP 220	Souls 150	Respawn YES
Undead Asylum (revisited)	HP 149	Souls 100	Respawn NO

03 Enemy Name

This is the name of the enemy or group of enemies being covered.

04 Enemy Attacks

The enemy's attacks are listed here. Most are also shown in screenshots and the best way to deal with them is described in the accompanying text.

05 Enemy Data

Here you'll find the enemy's stats and the data for their attacks. These tables are explained in full in the Enemy Data Legend section immediately before this one.

06 Drops

The items the enemy can drop are all listed here. The information following the enemy's name will include the drop rarity. It will also list the area the drop occurs in, but only in cases where an enemy drops a different item when it appears in a different area.

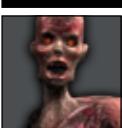
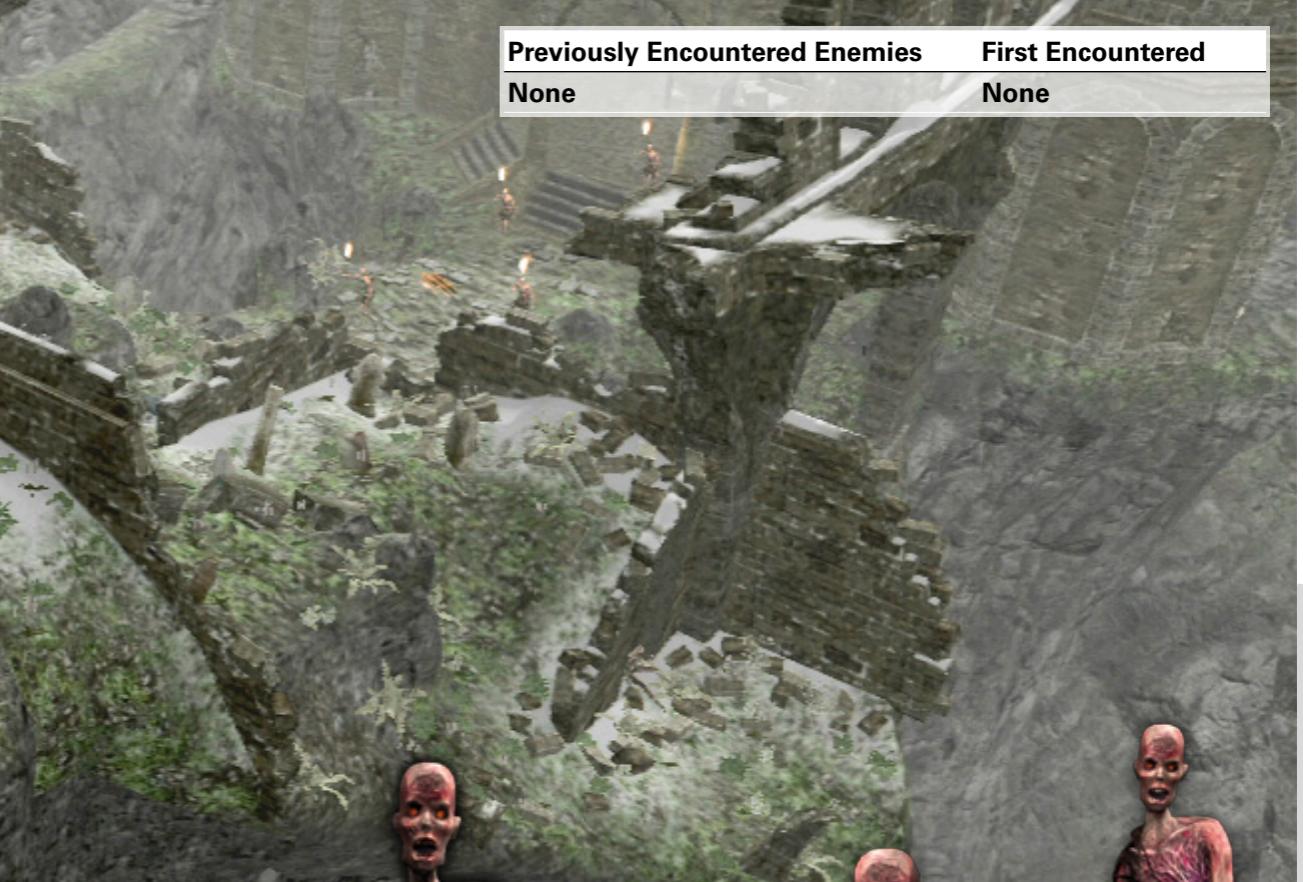
ENEMY NPCs

Some enemies covered in this chapter are actually considered NPCs, though you can't interact with them like regular NPCs. All such NPCs have the same basic attacks, but some may have powerful Spells or Rings equipped, so for NPC type we've included their equipment data instead of the usual attack data.

UNDEAD ASYLUM

Previously Encountered Enemies	First Encountered
None	None

The Undead Asylum is essentially a tutorial area, sparsely populated with enemies and easy to make your way through. Since you are just starting, you will only be able to use your class' starting equipment, which you will find dotted around the area. The enemies are all of the Zombie-type, the easiest and most basic enemy, and the boss, the Asylum Demon, is just designed to get you used to fighting a larger enemy and learn to avoid its attacks. The environment also allows for you to make use of the Plunging Attack from higher ground. This is a powerful tool you should look to use whenever possible.



ZOMBIES (DOCILE, SWORD, ARCHER)



Docile

The Docile Zombie will pay no attention to you, as their attention will be focused elsewhere. They usually won't even turn to face you, so you'll be able to perform a Backstab very easily. Once attacked, the Docile Zombie will become aggressive and turn into the Sword variant, so it's best to kill them before they have the chance to strike back.

erly block the attack then you'll need to rely on backstepping against it, due to the its tracking. If, however, you have a shield that can fully block the attack and stagger the Zombie, then you can easily move around to its back for a Backstab. Because of this, the Sword Zombies will only pose a real threat if they attack in groups, so you must kill them before they have a chance to attack together.

Sword

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HP	69	Souls	20	Respawn	YES	Abilities	None
Undead Burg		HP	88	Souls	20	Respawn	YES
Undead Parish		HP	105	Souls	20	Respawn	YES

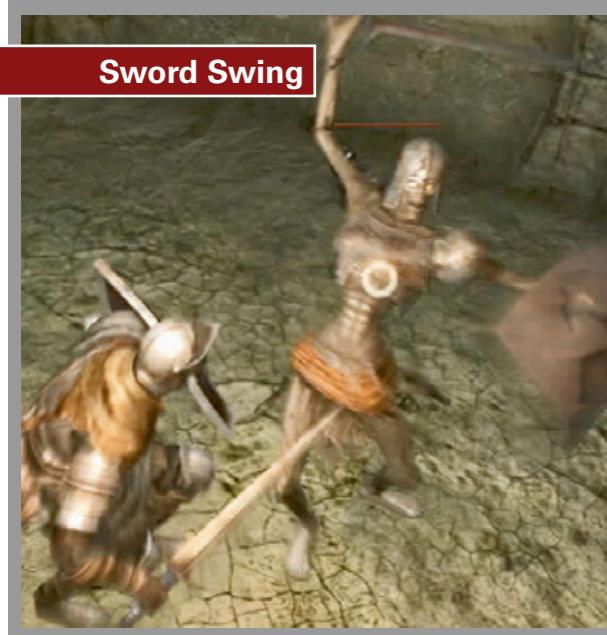
Depths	HP	123	Souls	50	Respawn	YES
Painted World of Ariamis	HP	220	Souls	150	Respawn	YES
Undead Asylum (revisited)	HP	149	Souls	100	Respawn	NO

Attack	Damage	Attack Type	Parry	Tracking	Speed
Stab Attack	108 (PHY)	Normal	Yes	Left	Medium
Two Handed Sword Slash	152 (PHY)	Normal	Yes	Neither	Slow
Running Slash	100 (PHY)	Normal	Yes	Both	Fast
Quick Barrage*	85 (PHY)	Normal	Yes	Neither	Fast
Arrow Attack (Archer)	85 (PHY)	Thrust	No	Neither	Medium

*6 hit Combo



UNDEAD SOLDIER (SWORD)



Sword Swing



Item Drops

Longsword (A)
Hollow Soldier Shield (A)

Strategy

This is the first enemy you'll encounter that has a shield. They'll use it for attacking with a Shield Bash (which you can either backstep or guard), and for blocking and parrying. This means you'll need to hold back against them, and wait for them to initiate. Most of their attacks can only be used when they are close to you, with the exception of the Running Stab attack, which they'll use if there is a small

gap between the two of you. This means you should always defend when closing the distance, and once close, circle strafe until you block an attack and then use either a Backstab or a series of regular attacks.

Spell casters can easily take down these enemies from a distance before they can reach you, but you'll still need to be careful, as the Running Stab attack can hit you when you're in between casting spells. The Undead Soldier is easy to take down in an open area, but they'll often attack from outside your field of view, or ambush you from around corners, so you must be on your guard at all times. when these enemies are in the area.

HP	102	Souls	50	Respawn	YES	Abilities	May heal when health is under 40%
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Firelink Shrine	HP	85	Souls	50	Respawn	YES
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Undead Burg	HP	85	Souls	50	Respawn	YES
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Undead Parish	HP	102	Souls	50	Respawn	YES
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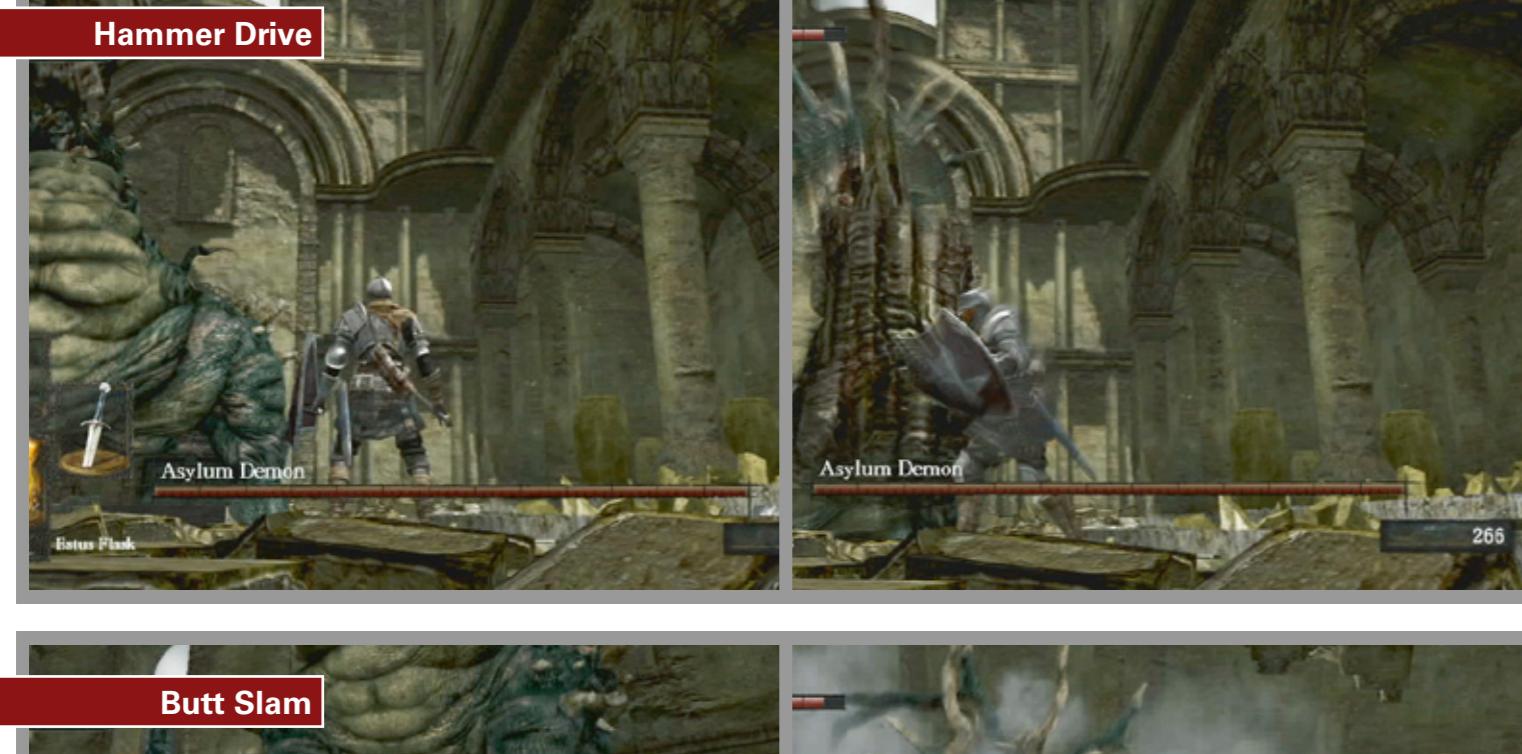
Undead Asylum (revisited)	HP	144	Souls	150	Respawn	YES
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Attack	Damage	Attack Type	Parry	Tracking	Speed
Sword Swing	172 (PHY)	Normal	Yes	Both	Slow
Shield Bash	157 (PHY)	Normal	No	Left	Slow
Slow Poke	180 (PHY)	Thrust	Yes	Neither	Slow
Double Stab	167 (PHY)	Thrust	Yes	Left	Fast
Running Stab	195 (PHY)	Thrust	Yes	Neither	Medium

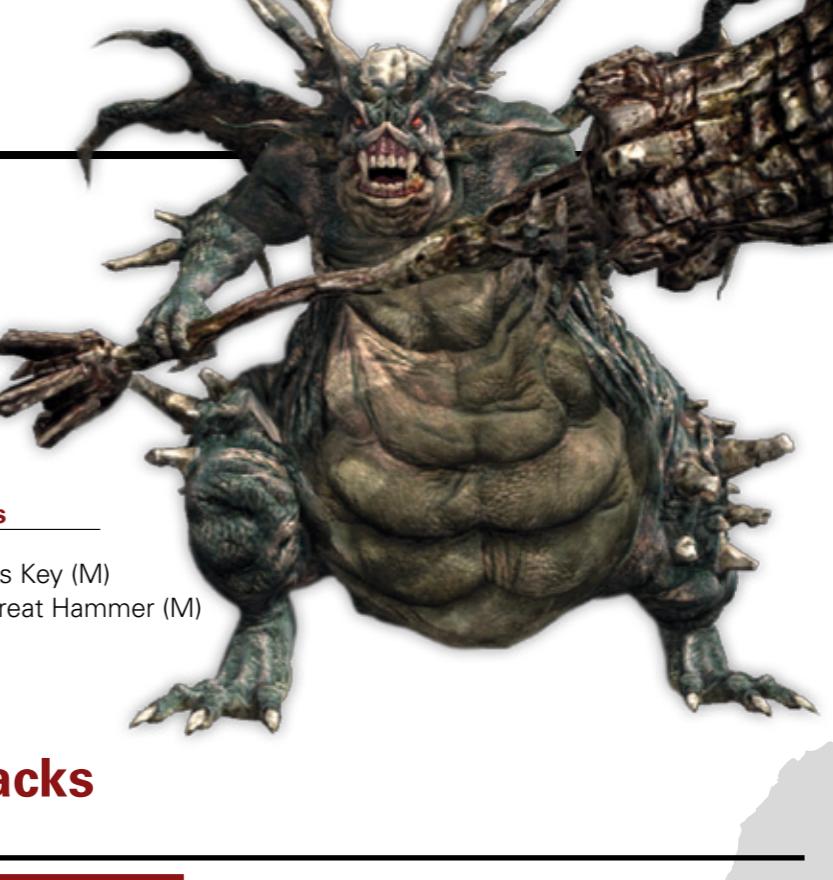
BOSS – ASYLUM DEMON



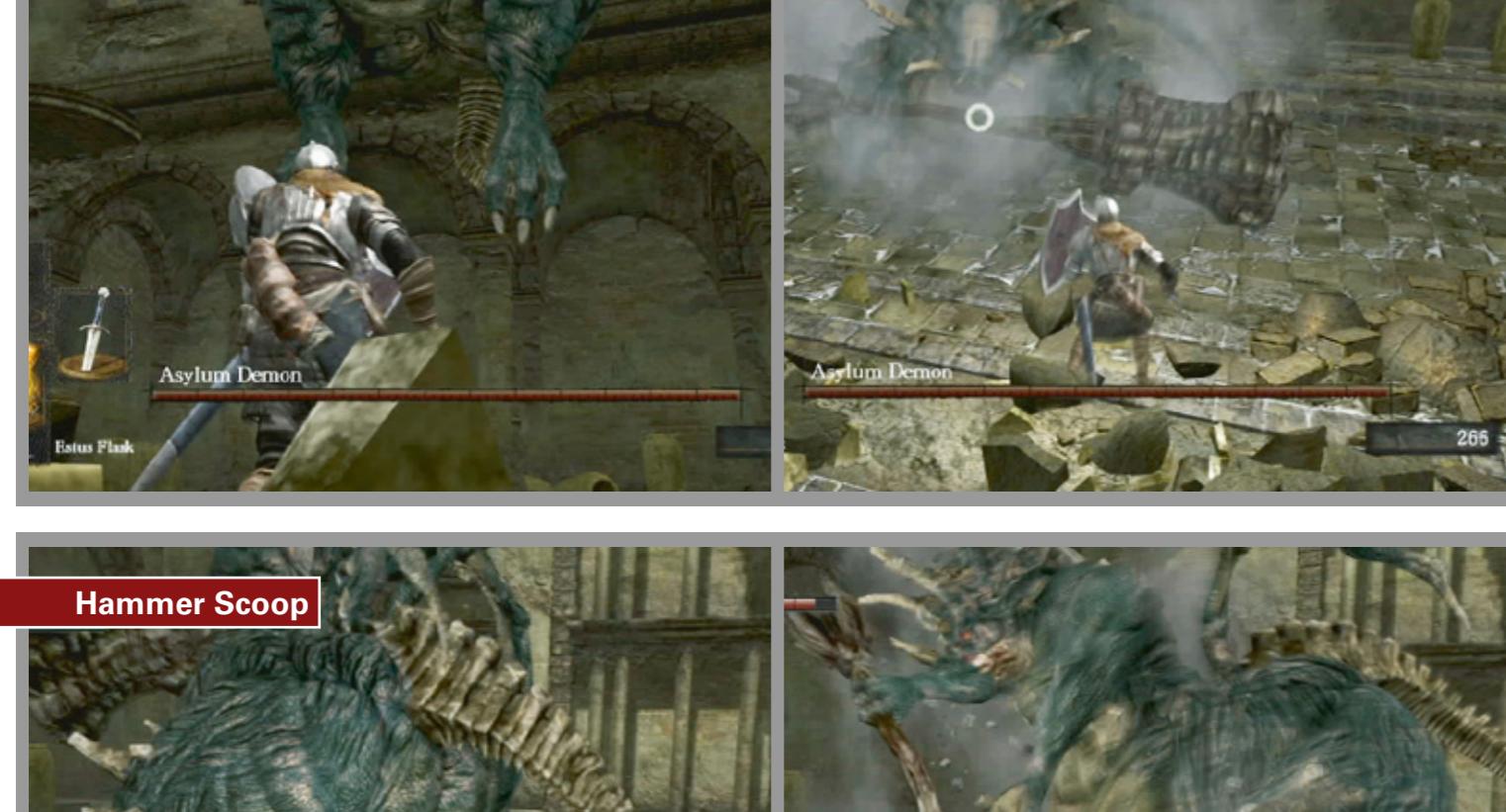
09_001



Item Drops

Big Pilgrim's Key (M)
Demon's Great Hammer (M)

Attacks



Hammer Drive The Hammer Drive is a pinpoint attack that the Asylum Demon uses when you are standing right in front of him. Impossible to guard, it has both poor range and tracking, so simply move out of the way when you see the Demon raise his hammer vertically.

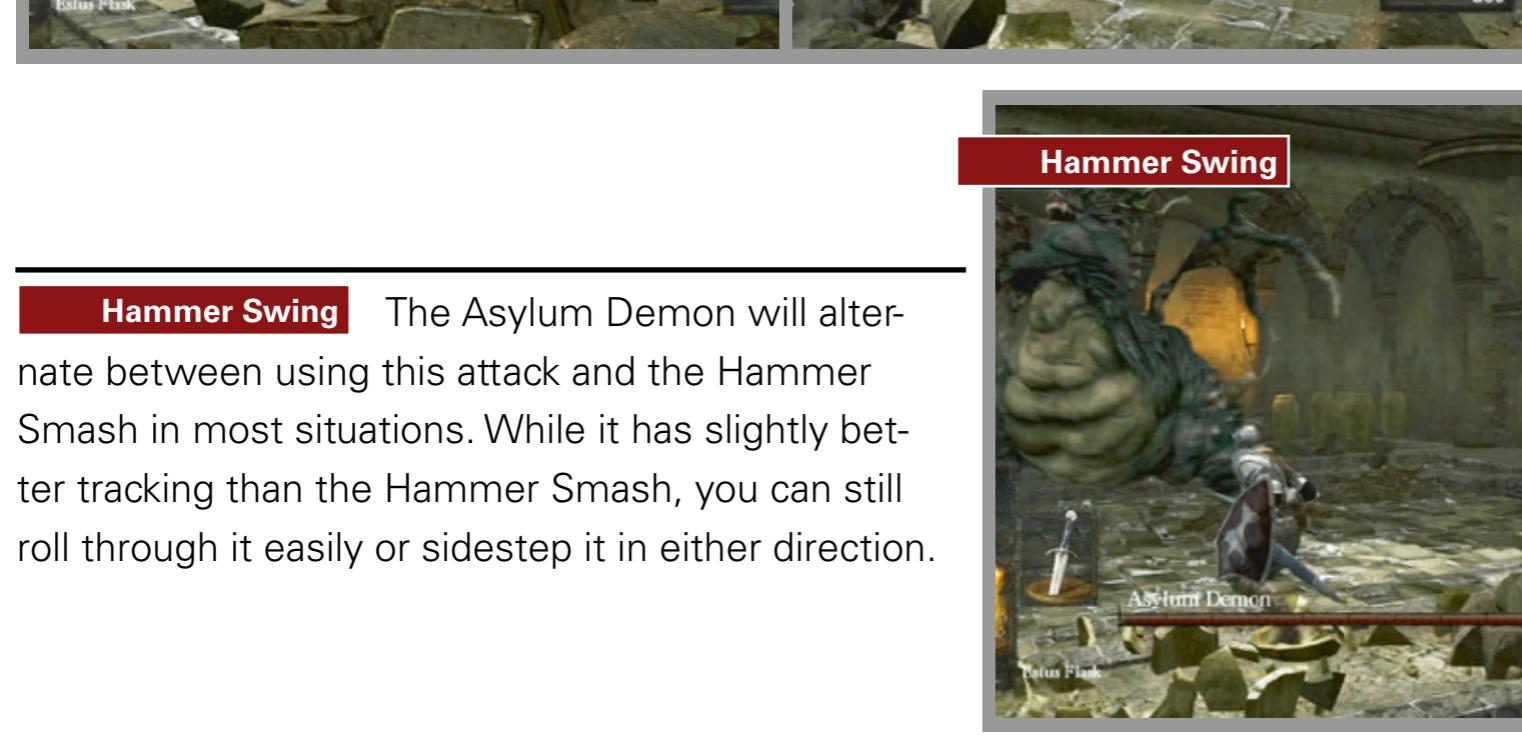
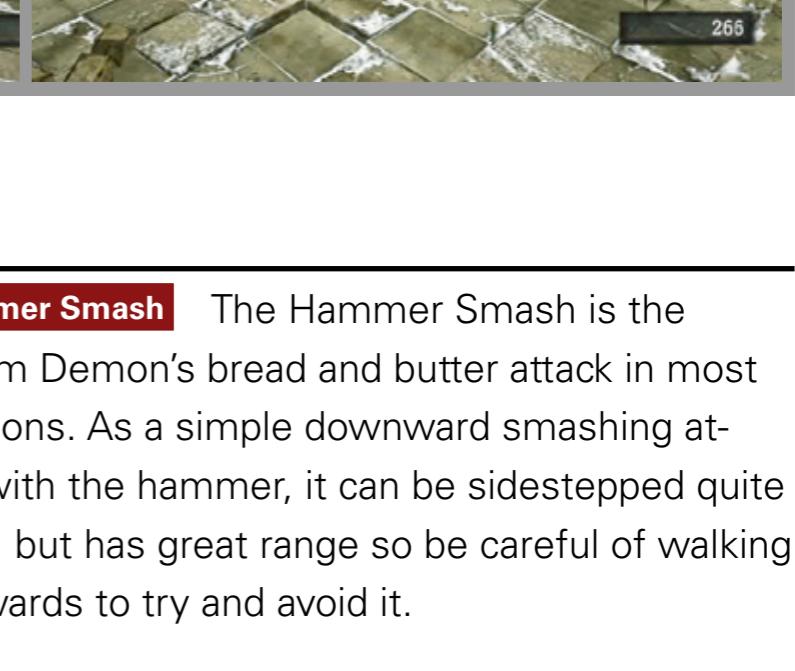
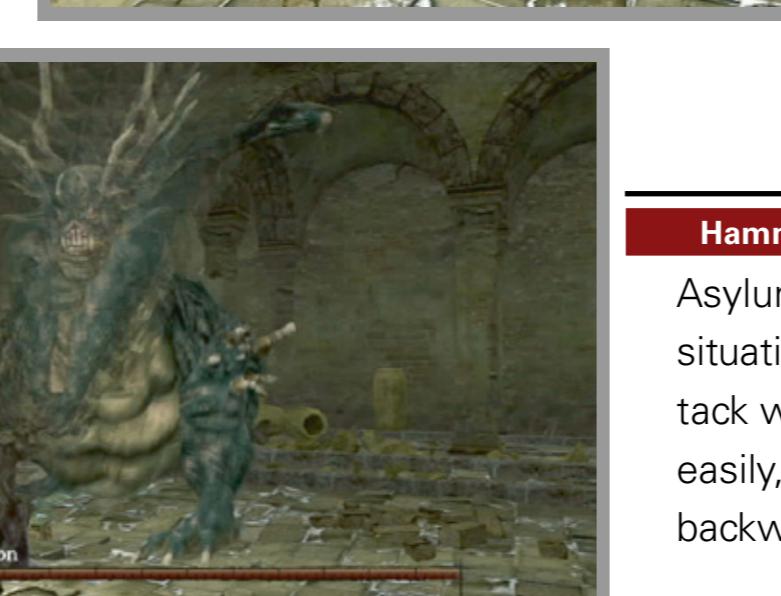


Butt Slam A powerful attack, when you are too close the Asylum Demon will fly up slowly and proceed to slam down into the ground. This attack has an Area of Effect that covers a decent radius around the Demon. Due to the slow nature of the attack, however, it's still very easy get clear of its range in time to avoid it. The long recovery afterwards offers an excellent opportunity for you to attack.



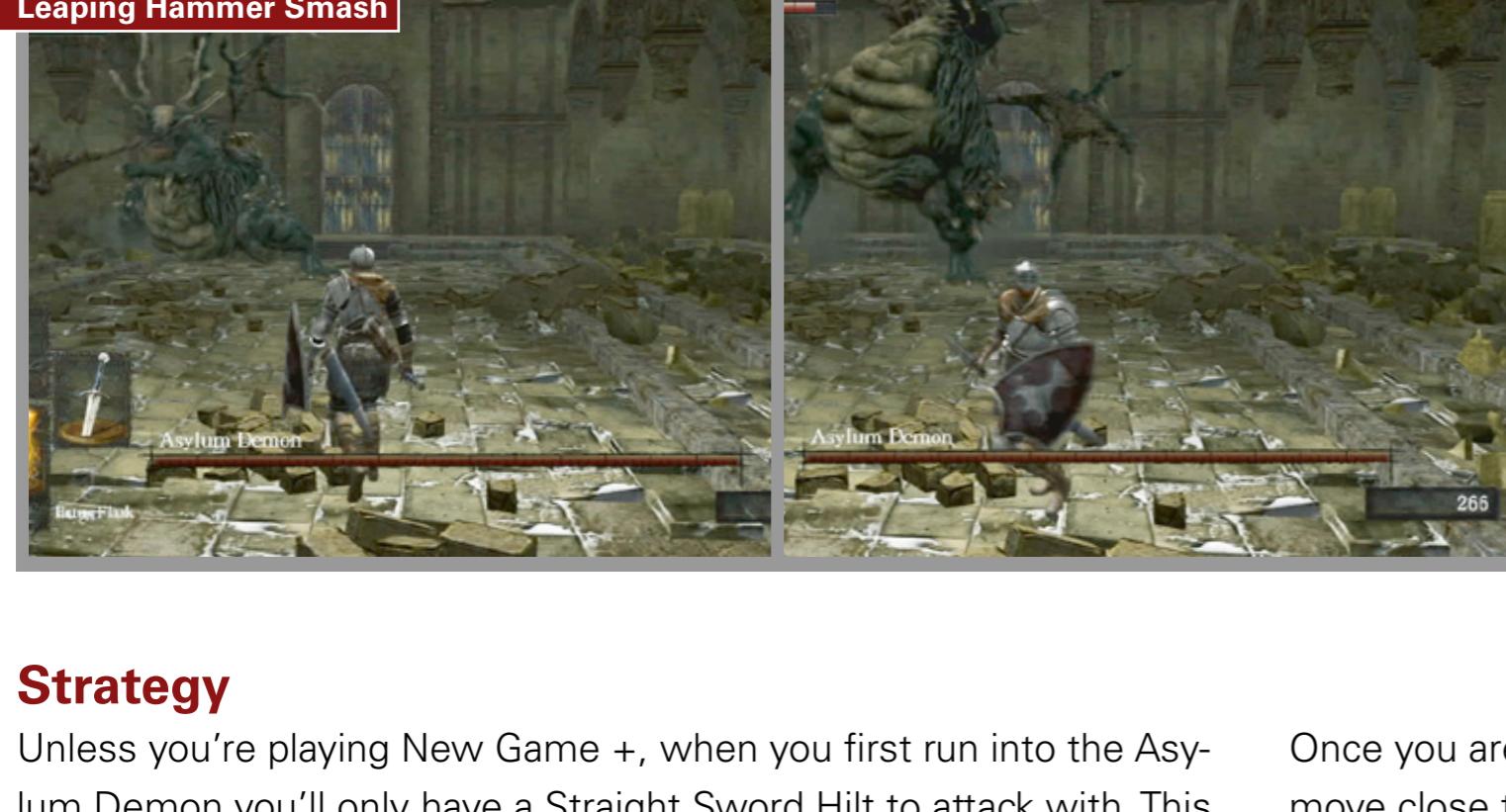
Hammer Scoop The Asylum Demon will use the Hammer Scoop attack to try to hit you while you are sidestepping to its left side and are within range. Be careful if you are moving in this direction, and roll at the last second to avoid it if the attack is coming your way.

Hammer Backswing



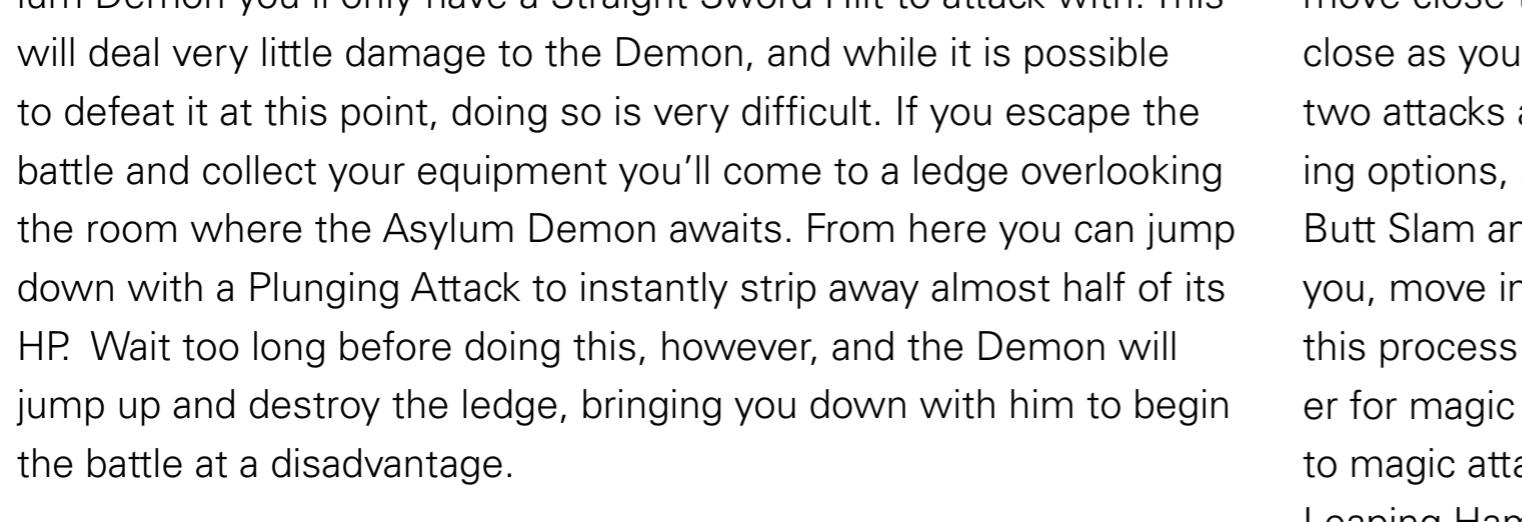
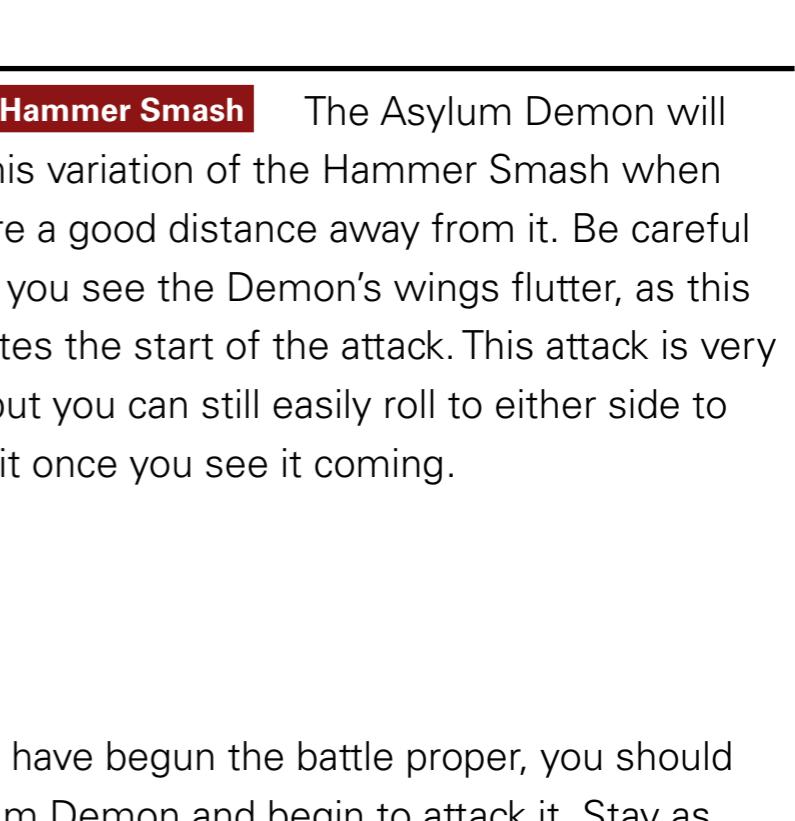
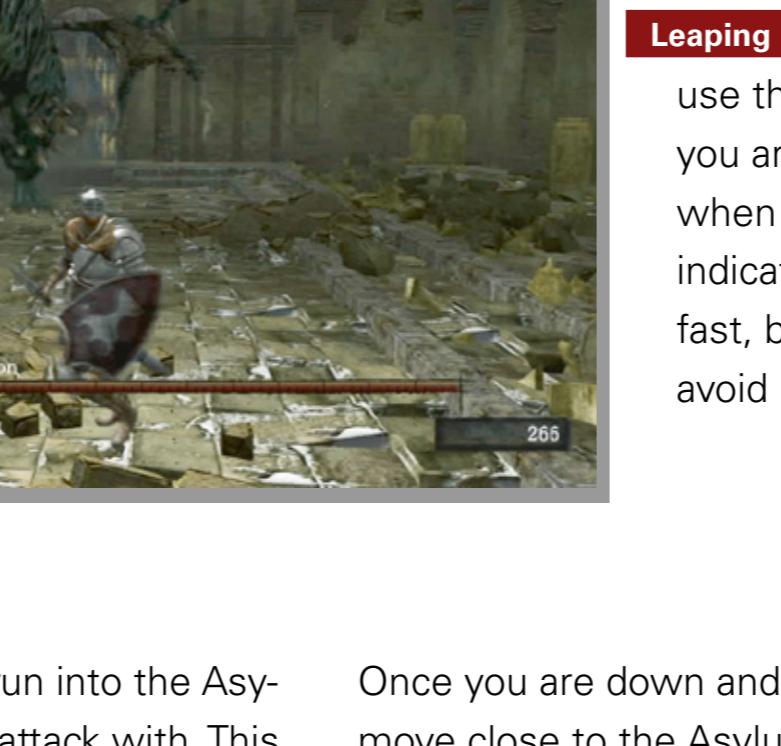
Hammer Smash The Hammer Smash is the Asylum Demon's bread and butter attack in most situations. As a simple downward smashing attack with the hammer, it can be sidestepped quite easily, but has great range so be careful of walking backwards to try and avoid it.

Hammer Swing



Double Hammer Swing This attack is made up of two Hammer Swings, one after the other. Its tracking is a little improved over the single Hammer Swing, but it's still easy to roll through or around it. The Asylum Demon can sometimes use the Hammer Smash right after this attack as a combo, so don't retaliate until you're sure it's finished.

Double Hammer Swing



Leaping Hammer Smash The Asylum Demon will use this variation of the Hammer Smash when you are a good distance away from it. Be careful when you see the Demon's wings flutter, as this indicates the start of the attack. This attack is very fast, but you can still easily roll to either side to avoid it once you see it coming.

Strategy

Unless you're playing New Game +, when you first run into the Asylum Demon you'll only have a Straight Sword Hilt to attack with. This will deal very little damage to the Demon, and while it is possible to defeat it at this point, doing so is very difficult. If you escape the battle and collect your equipment you'll come to a ledge overlooking the room where the Asylum Demon awaits. From here you can jump down with a Plunging Attack to instantly strip away almost half of its HP. Wait too long before doing this, however, and the Demon will jump up and destroy the ledge, bringing you down with him to begin the battle at a disadvantage.

Once you are down and have begun the battle proper, you should move close to the Asylum Demon and begin to attack it. Stay as close as you can while strafing around the Demon, using only one or two attacks at a time. Staying close to the Demon reduces its attacking options, so you'll only need to watch for the Hammer Scoop and Butt Slam and react accordingly. Once either of these attack misses you, move in for two or three attacks of your own, and then repeat this process for as long as the Demon lasts. This battle is even easier for magic Classes, as the Asylum Demon is slow and susceptible to magic attacks from range. However, you should be wary of the Leaping Hammer Smash, as the Asylum Demon can use at a moment's notice.

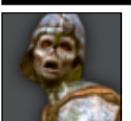
HP	813	Souls	1000	Respawn	-	Abilities	None
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Attack	Damage	Attack Type	Parry	Tracking	Speed
Hammer Swing	190 (PHY)	Normal	No	Neither	Medium
Hammer Drive	190 (PHY)	Normal	No	Neither	Slow
Hammer Backswing	205 (PHY)	Normal	No	Right	Medium
Hammer Scoop	205 (PHY)	Normal	No	Left	Medium
Hammer Smash	245 (PHY)	Normal	No	Neither	Medium
Butt Slam	305 (PHY)	Normal	No	Both	Slow
Leaping Hammer Smash	275 (PHY)	Normal	No	Neither	Medium
Double Hammer Swing	200 (PHY)	Normal	No	Neither	Medium

FIRELINK SHRINE

Previously Encountered Enemies First Encountered
Undead Soldier (Sword) Undead Asylum

The enemies around Firelink Shrine vary in difficulty, and some of them should not be approached until you are much stronger. In particular, stay away from the graveyard guarded by skeletons until you are strong enough to actually go into the Catacombs. The only other enemies near Firelink Shrine are a group of Zombies guarding the route towards the Undead Burg. They are quite easy to deal with, but you'll need to watch out for the Zombie equipped with the Firebomb, as it can launch its attacks from high above you whilst you're busy dealing with other enemies.



ARMORED ZOMBIES (SWORD, AXE, FIREBOMB)

Sword

Most of the time the Armored Zombie will charge in and attack. This can range from one slash to a quick barrage of swings. These attacks can easily be blocked with your starting shield. Basic mage Classes will lose a little health trying to guard, so you'll need to evade more often. You can also parry the slashes and counter with a riposte attack; the timing isn't too difficult to get used to. The Armored Zombie will also use its shield to block, but it will still take some damage.

The easiest way of defeating these enemies is to block their slashes and, as they are left stunned, circle behind them and use a Backstab. Even without using Backstabs or riposte attacks the Armored Zombie will go down in a few hits. They don't pose much of a problem on their own, but in groups, however, they can become a real threat, as their quick combination of attacks can break through your guard and deal heavy damage very quickly. Always be prepared, as you will find these enemies jumping off screen and hiding behind walls to take you down.

Axe

Since the Axe variant doesn't have a shield, you can go on the offensive and it won't be able to guard your attacks. Its attacks are also rather slow, so you'll have a have a speed advantage when attacking. It uses a jumping slash attack when there's a small gap between the two of you; this attack has an obvious starting animation, so you can always tell when it's coming and begin sidestepping to ensure it misses. At this point you'll be free to retaliate at your leisure.

Firebomb

This variation will throw Firebombs at you from a great distance. The firebombs can be blocked, although this isn't recommended, as you'll lose some health and sometimes the firebomb will explode above the shield, causing you to take full damage. Always keep your camera focused on the enemy so you can see when and where the firebombs will strike, and make taking this enemy out your first priority. Once you get close to the enemy, it will draw its sword and revert to a sword variant.

Item Drops

Sword

Shortsword (A)
Cracked Round Shield (A)
Hollow Warrior's Helm (A)
Hollow Warrior's Armor (A)
Hollow Warrior's Waistcloth (A)

Axe

Battle Axe (A)
Cracked Round Shield (A)
Hollow Warrior's Helm (A)
Hollow Warrior's Armor (A)
Hollow Warrior's Waistcloth (A)

Firebomb

Firebomb (C)
Hollow Warrior's Helm (A)
Hollow Warrior's Armor (A)
Hollow Warrior's Waistcloth (A)



HP	80	Souls	30	Respawn	YES	Abilities	None
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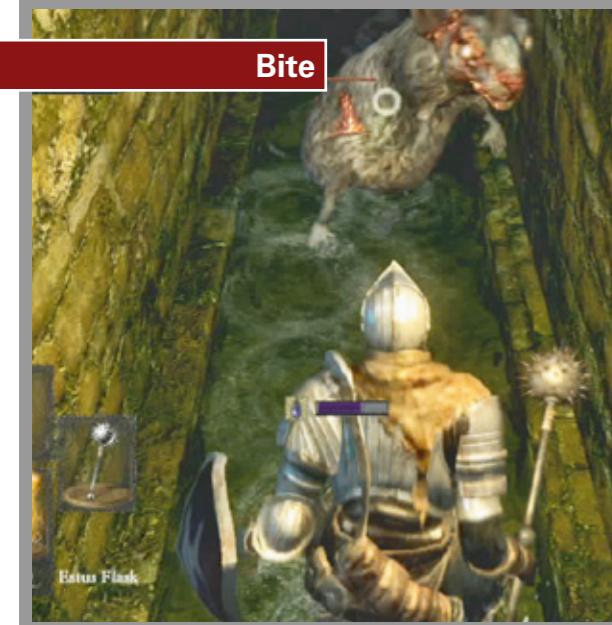
Undead Burg	HP	80	Souls	30	Respawn	YES
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Attack	Damage	Attack Type	Parry	Tracking	Speed
Quick Swing Combo (Sword)	113 (PHY)	Normal	Yes	Both	Slow
Two Handed Slash (Sword)	158 (PHY)	Normal	Yes	Neither	Slow
Quick Barrage* (Sword)	110 (PHY)	Normal	Yes	Neither	Fast
Swing (Axe)	144 (PHY)	Normal	Yes	Neither	Medium
Two Handed Slash (Axe)	169 (PHY)	Normal	Yes	Neither	Medium
Firebomb (Firebomb)	158 (FIR)	Normal	No	Neither	Medium

*6 hit Combo



SMALL UNDEAD RAT



Item Drops

Humanity (A)



Strategy

The Undead Rat doesn't have much health and will go down in a couple of hits or one spell attack. It will be a very good idea to have a stock of Poison curing items and equipment when fighting them, however. Although the Undead Rat has weak attacks, those attacks all carry Poison; taking, or guarding, too many in quick succession will overrun your resistances easily. They can be blocked very easily and countered with your own normal attacks, but you'll need to focus on your Poison gauge and don't hesitate to retreat at times when it gets too high.

The Undead Rat can move and attack very quickly, so don't attack wildly as its attacks will beat yours in terms of speed. You'll normally encounter this enemy in groups, so try to use weapons that have large horizontal hitboxes to hit multiple Rats with every swing.

HP	80	Souls	20	Respawn	YES	Abilities	None
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Undead Parish	HP	96	Souls	20	Respawn	YES
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Depths	HP	112	Souls	30	Respawn	YES
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Attack	Damage	Attack Type	Parry	Tracking	Speed
Bite	89 (PHY)	Normal	No	Both	Fast
Head Butt	134 (PHY)	Strike	No	Both	Fast
Scratch	95 (PHY)	Normal	No	Both	Fast



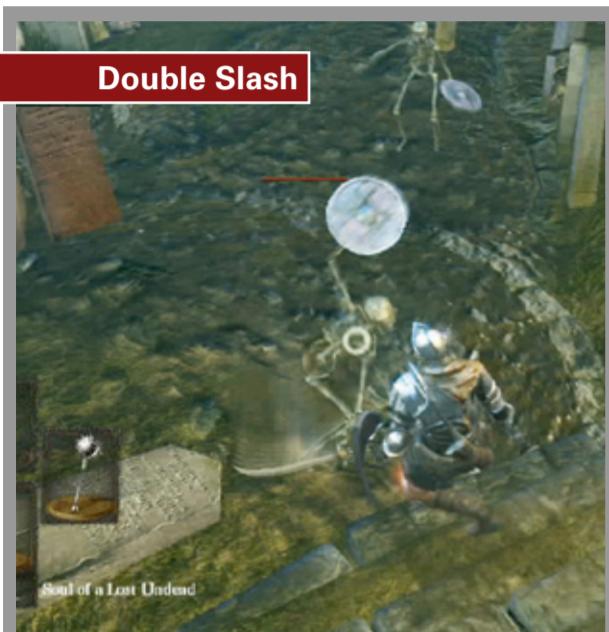
SKELETON SWORDSMEN

(SWORD AND SHIELD, GREATSWORD)

Spin Slash



Double Slash



Sword and Shield

The Skeleton Swordsman is a much faster and stronger than the average enemies you'll encounter early in the game. It has a high amount of health and trying to whittle it down can be challenging, because the Skeleton is highly evasive. The Skeleton has a range of different attacks, all of which will cause Bleed damage, so you must keep your guard up at all times, and evade as much as you can. It can also use a quick two hit slash (which is fast enough to interrupt your attacks), followed by a jump backwards to avoid your counter attack, so attacking hastily is not recommended. The Skeleton can also use a spin slash that hits in a horizontal arc in front of it, or pull his sword back for a vertical slash. These attacks come out slower than the previous attack, so try to parry them.

A group of these enemies will be difficult to take down, as the combination of their attacks can decimate your Stamina completely once you're forced to guard. The worst thing to do is randomly attack, because the Skeleton can parry, so you should be patient and wait for one of their attacks to miss. They also have good defense against spell attacks, so if you're attacking them this way you must keep your distance.

Skeleton Swordsmen (Sword and Shield)

HP	184	Souls	-	Respawn	YES	Abilities	Parry Stance
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Catacombs

HP 195 Souls - Respawn YES

Attack

Damage

Attack Type

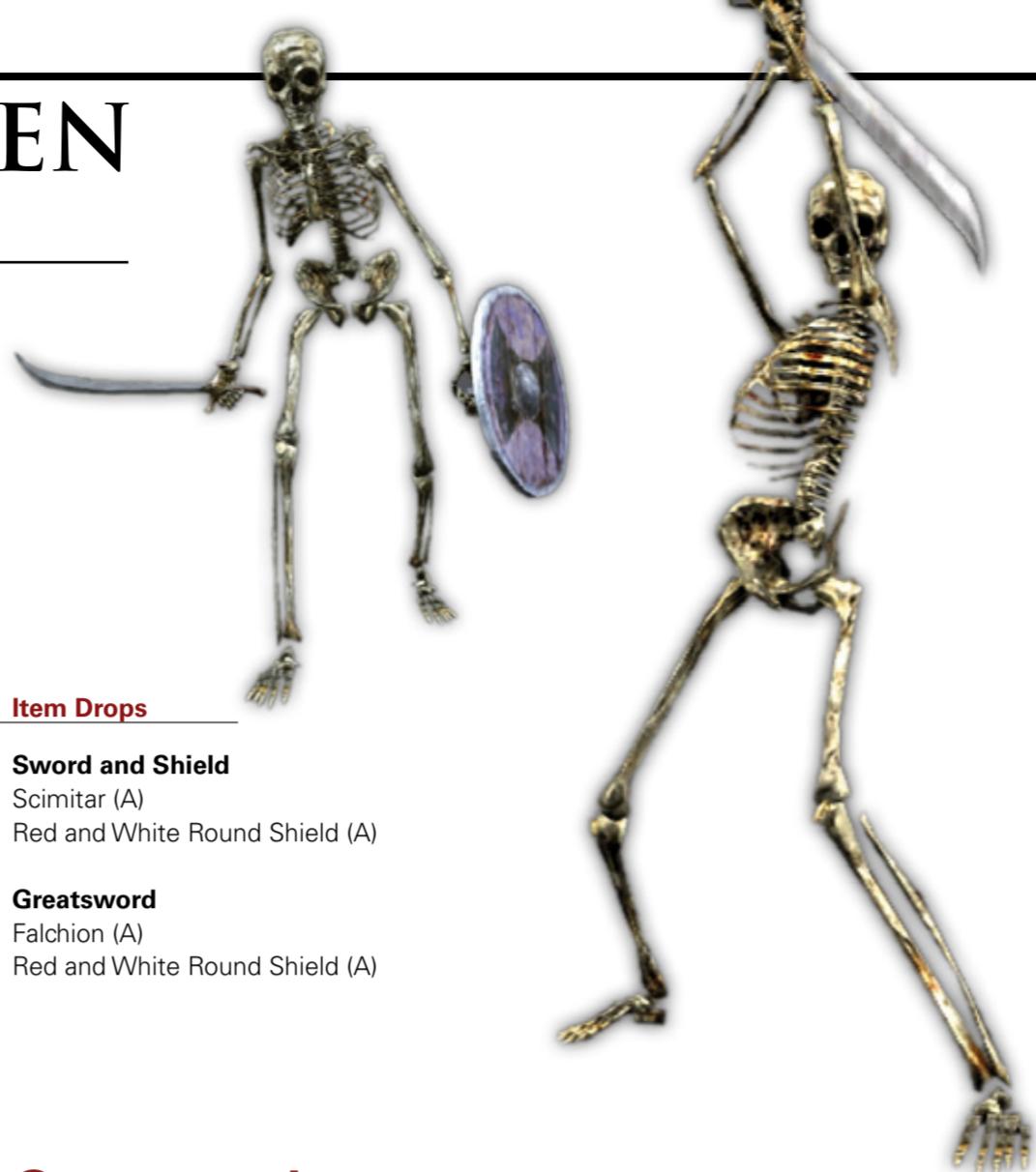
Status Effect

Parry

Tracking

Speed

Quick Swing Combo (Sword and Shield)	198 (PHY)	Slash	Bleed: 30	Yes	Both	Medium
Overhead Slice (Sword and Shield)	210 (PHY)	Slash	Bleed: 30	Yes	Both	Medium
Double Slice (Sword and Shield)	214 (PHY)	Slash	Bleed: 30	Yes	Both	Fast
Spin Slash (Sword and Shield)	251 (PHY)	Slash	Bleed: 30	Yes	Both	Medium
Swing (Greatsword)	272 (PHY)	Slash	Bleed: 30	Yes	Both	Slow
Two Handed Slash (Greatsword)	326 (PHY)	Slash	Bleed: 30	Yes	Both	Slow
Roll (Greatsword)	50 (PHY)	Slash	Bleed: 30	No	Both	Fast



Item Drops

Sword and Shield

Scimitar (A)
Red and White Round Shield (A)

Greatsword

Falchion (A)
Red and White Round Shield (A)

Greatsword

This Skeleton is equipped with a Greatsword, so his attacks will do considerably more damage than the Sword and Shield skeleton's equivalents. He can randomly swing it in front of him or slowly lift the weapon above his head for a vertical slash. These attacks can be blocked and parried easily. His attacks also cause Bleed damage, so remember to keep your shield up and evade as often as you think is safe. After a successful block you'll usually be able to walk behind him and use a Backstab attack.

This variant of the Skeleton can also use a rolling attack to cover ground, and guarding this will decrease your Stamina rapidly. A spell caster will have an easier time against him, but they must keep an eye out for the rolling attack, which can potentially interrupt their casting. Fortunately, as his attacks are slower than the Sword and Shield Skeletons', you'll be able to read and react to them much easier.



Skeleton Swordsmen (Greatsword)

HP	156	Souls	-	Respawn	YES	Abilities	None
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Catacombs

HP 166 Souls - Respawn YES





GIANT SKELETON SWORDSMAN



Item Drops

Murakumo (A)



Strategy

The Giant Skeleton Swordsman towers above the smaller versions, and as a result all his attacks have much greater range. It cannot be Backstabbed nor have his attacks parried due to his size. The Skeleton has both horizontal and vertical slash attacks that can easily be guarded or evaded. It also uses a quick Stomp attack, which deal massive Stamina damage, so always try to evade it rather than blocking. The most dangerous attack to look out for is the Sword Slam: it slowly brings the sword up and slams it into the ground. Although this is the Skeleton's most hard-hitting attack, it is also the best time for offense, as he takes a while to initiate the attack. When he begins to lift his sword up, quickly move behind him and attack him in safety.

As long as you are patient and have a full Stamina bar you will be able to block his attacks and counter with your own. Spell casters will have a much easier time with this fight, as the enemy doesn't have any ranged attacks. As long as some distance is kept, you'll be perfectly safe.

HP	448	Souls	500	Respawn	YES	Abilities	None
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Catacombs	HP	448	Souls	500	Respawn	YES
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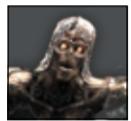
Attack	Damage	Attack Type	Status Effect	Parry	Tracking	Speed
Slash Combo	314 (PHY)	Slash	Bleed: 33	No	Both	Medium
Sword Slam	352 (PHY)	Slash	Bleed: 33	No	Neither	Slow
Pound	288 (PHY)	Slash	Bleed: 33	No	Neither	Medium
Stomp	427 (PHY)	Normal	Bleed: 33	No	Neither	Fast



UNDEAD BURG

The Undead Burg is the first real enemy-laden area, and is designed to be your first major obstacle. Along with the usual assortment of Zombies, you will come across the stronger variations of the Undead Soldier, in particular the spear version. This area is also quite long, and you'll need to defeat two bosses before the end of it. You will probably need to level up and upgrade to some stronger weapons before reaching the end in order to survive. Near the bottom of the Burg the Attack Dogs, Assassins and the Capra Demon all present serious threats, so be prepared before you face them.

Previously Encountered Enemies	First Encountered
Armored Zombie (Sword)	Firelink Shrine
Armored Zombie (Axe)	Firelink Shrine
Armored Zombie (Firebomb)	Firelink Shrine
Undead Soldier (Sword)	Undead Asylum



UNDEAD SOLDIER (SPEAR)

Strategy

This Undead Soldier is armed with a spear, so he will be dealing damage at decent range, allowing him to attack you as you approach. It will most often use the Triple Poke combo to try and break through your guard. Just like with the Armored Zombie, it is best to guard against his attacks, and then circle around him to deliver a Backstab. Spear attacks are generally very hard to parry, so focus on guarding and evading.

This version of the Undead Soldier is highly defensive and will often be attacking from behind his shield. You'll find that he will spend plenty of time doing this, as he will be trying to bait you into attacking without leaving himself open. You shouldn't grow impatient and try and break his guard, but you may consider using the kick to stagger him, gaining an opportunity to attack further. If you also find yourself with spare Firebombs you should consider using them, as these will be enough to kill him, even with his guard up.

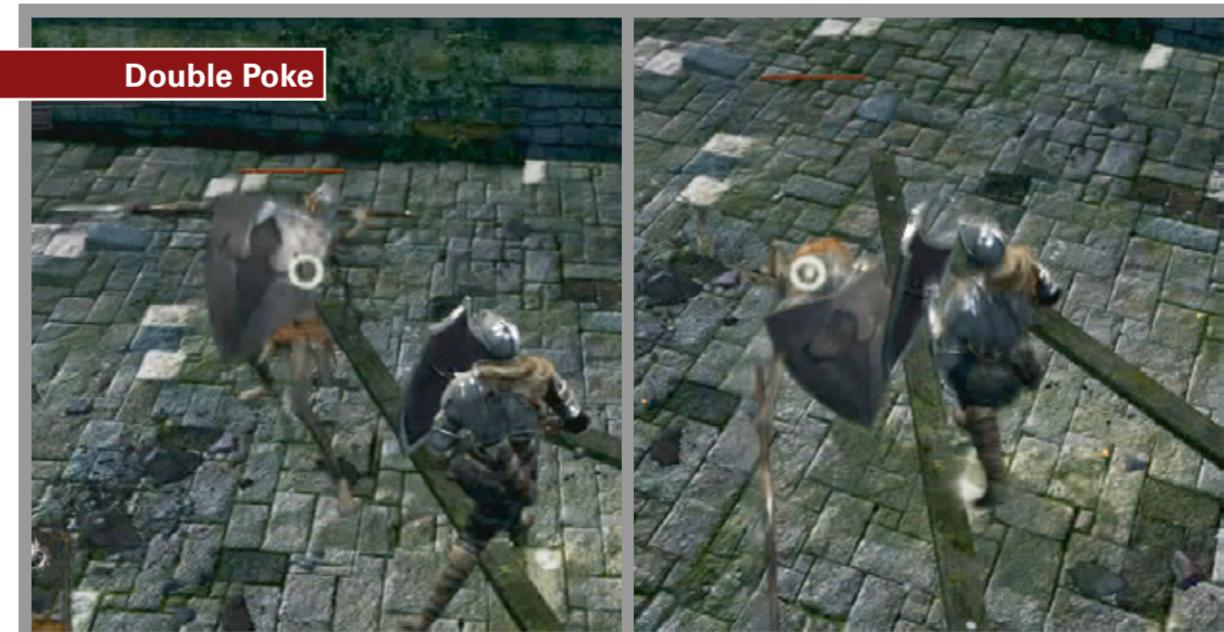
HP	85	Souls	50	Respawn	YES	Abilities	May heal when health is under 40%
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Undead Parish	HP	102	Souls	50	Respawn	YES
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Undead Asylum (revisited)	HP	144	Souls	150	Respawn	YES
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Item Drops

Spear (A) [Undead Burg, Undead Parish]
Hollow Soldier Shield (A)
Longsword (A) [Undead Asylum (revisited)]
Hollow Soldier's Helm (A) [not Undead Asylum]
Hollow Soldier's Armor (A) [not Undead Asylum]
Hollow Soldier's Waistcloth (A) [not Undead Asylum]
Titanite Shard (S) [not Undead Asylum]

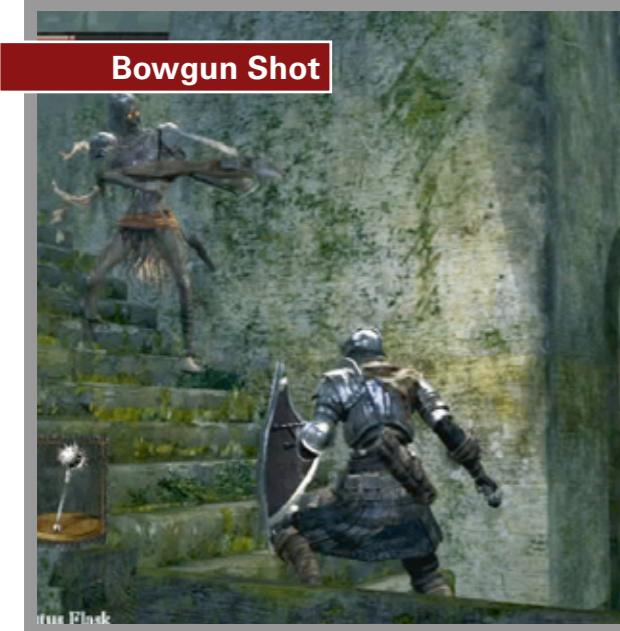


Attack	Damage	Attack Type	Parry	Tracking	Speed
Double Poke	188 (PHY)	Thrust	Yes	Neither	Medium
Triple Poke	190 (PHY)	Thrust	Yes	Neither	Fast
Swing	185 (PHY)	Normal	Yes	Both	Medium





UNDEAD SOLDIER (CROSSBOW)



Bowgun Shot



Item Drops

Light Crossbow (A)
Hollow Soldier's Helm (A)
Hollow Soldier's Armor (A)
Hollow Soldier's Waistcloth (A)
Titanite Shard (S)

Strategy

This enemy will fire bolts from his Crossbow from great range. If you close manage to the distance and stand next to him, he will put away his Crossbow and pull out a sword. This enemy is an annoyance at times when you have other enemies to deal with, so you'll need to try and take him out first whenever possible.

Its greatest threat is in firing bolts from areas you will not be able to see until you follow their trajectory back to his location. Once you've tracked him down, making your way to his location whilst avoiding the bolts should be your top priority. It's usually not wise to try and attack him with your own ranged weapons or spells, as he will fire back and often hit you while you are attempting to hit him.

HP	85	Souls	50	Respawn	YES	Abilities	None
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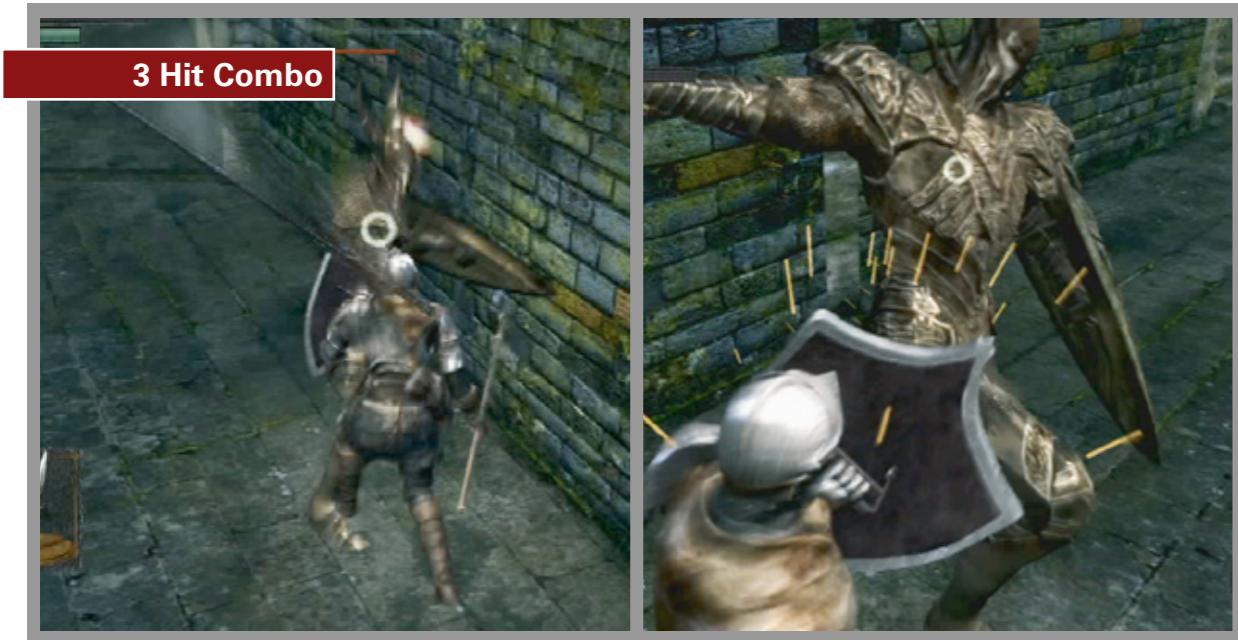
Undead Parish	HP	102	Souls	50	Respawn	YES
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Attack	Damage	Attack Type	Parry	Tracking	Speed
Bowgun Shot	135	Thrust	No	Neither	Medium





BLACK KNIGHT (SWORD)



Strategy

The Black Knight is the first truly strong enemy in the Undead Burg, and can give you real trouble at the start of the game. He has high HP, with attack power and defense to match. The Black Knight's attacks are fairly quick and his combos can break through your guard, so rolling past his attacks is preferable to guarding. This enemy has two main attacks: the first is a normal downward slash attack, which if successful, will continue with another two hits. This combo can also home in on you, so you may have trouble trying to circle behind him and go for a Backstab. The second attack is a Running Stab, which can be followed by an upward swing. He will often use this attack when there is some distance between the two of you. It's best to try and bait out this attack, as you can land a Backstab when he tries to follow up with the upward swing. All his sword attacks can be parried, but the cost of missing the timing is severe.

The Black Knight is also equipped with a shield, and will use a Shield Bash attack capable of breaking through your guard instantly. When this lands successfully, he can follow up with his Poke attack. Fortu-

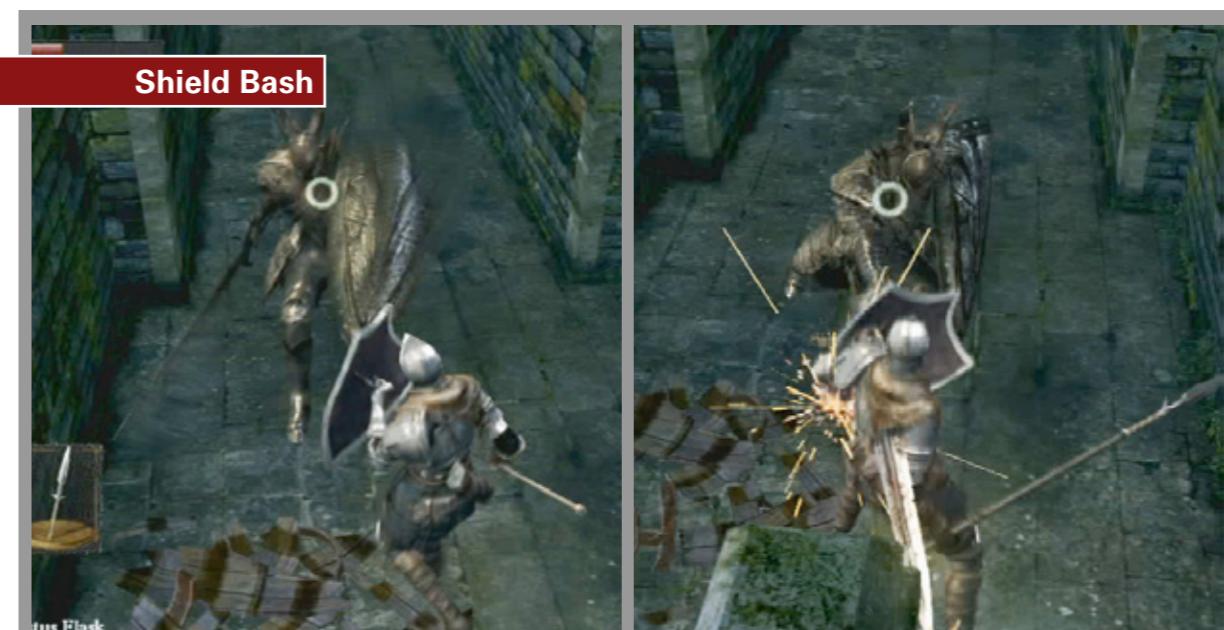
Item Drops

Black Knight Sword (C)
Black Knight Shield (B)
Titanite Chunk (M) [Undead Burg, Kiln of the First Flame]
Red Titanite Chunk (M) [Undead Asylum (revisited)]



nately the Shield Bash only has short range, so this can be evaded by moving, or by rolling away. His shield can reduce damage from magic spells and even Fire damage, so you must wait for him to lower it before attempting these attacks.

If you're a spell caster then you should fire spells from range, as he doesn't block much from a distance, or wait for him to use the Running Stab attack for an opening. Magic users need to judge their distance perfectly, staying at the tip of the Black Knight's range as much as possible. Once he attacks, move backwards slightly and instantly cast a spell.



HP	102	Souls	50	Respawn	NO	Abilities	None
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Undead Asylum (revisited)	HP	745	Souls	1200	Respawn	NO
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Kiln of the First Flame	HP	958	Souls	1200	Respawn	YES
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Attack	Damage	Attack Type	Parry	Tracking	Speed
Poke	296 (PHY)	Thrust	Yes	Both	Medium
3 Hit Combo	316 (PHY)	Normal	Yes	Both	Fast
Running Stab follow up	371 (PHY)	Normal	Yes	Both	Medium
Shield Bash	193 (PHY)	Strike	No	Both	Medium





HAVEL THE ROCK



Item Drops

Havel's Ring (M)



Strategy

Havel the Rock is an extremely dangerous foe due to the devastating power of his large Hammer, and the near impenetrable defense his armor and shield provide, truly earning his title of "The Rock." Most forms of attack will only deal a fraction of the damage to Havel that they would to other enemies, including Backstabs and all types of Sorcery. This means you will be in for a long battle, regardless of how you intend to fight him. Weapons that have been augmented to do additional types of damage (such as Fire or Lightning) will do significantly more damage to Havel than normal weapons, so try to only engage him using one of these types.

Havel has two attack stances that he will switch between frequently: one-handed and two-handed. While he is wielding his weapon in both hands his guard is only partially effective, allowing you to do some damage while his is blocking. When his weapon is in one hand, however, he will always have his shield raised, which will reduce your damage to practically nothing, making attacking him at that time futile. His attack power is significantly lower in his one-handed stance, and even though his attacks are faster, you can still easily see them coming. In either stance it is also possible for Havel to perform a large backstep, followed up by a dashing attack; if you see him backstep, do not close in and try to attack.

Try to be constantly strafing to your left while guarding, and, after blocking one of his attacks, continue moving around him for a Backstab. Guarding one of his attacks will deplete most of your Stamina,

however, so make sure to lower your shield while you move to his back to regenerate it faster. If your shield is not strong enough to effectively guard his attacks, you can use a roll instead to evade them. This can sometimes make it difficult to close in fast enough for the Backstab afterwards, however, and mistiming it even slightly can lead to you taking massive damage.



HP	1034	Souls	3000	Respawn	NO	Abilities	None
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Right Weapon	Left Weapon	Armor	Ring	Magic
Dragon Tooth+5	Havel's Greatshield+5	Havel's Helm	Havel's Ring	None
		Havel's Armor		
		Havel's Gauntlets		
		Havel's Leggings		

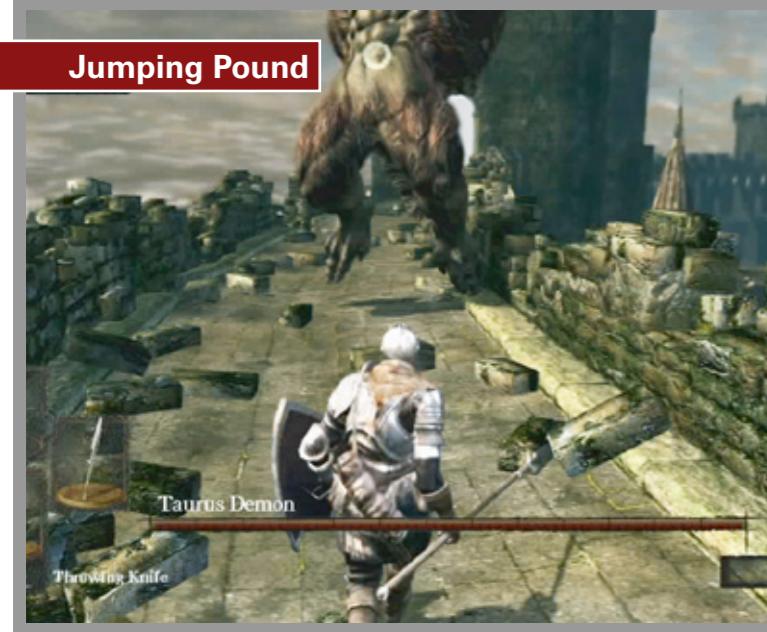




BOSS – TAURUS DEMON



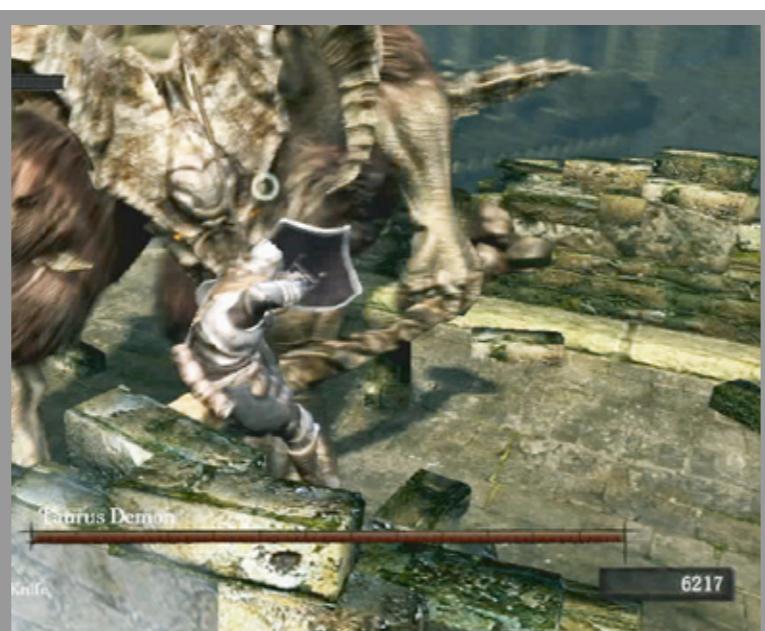
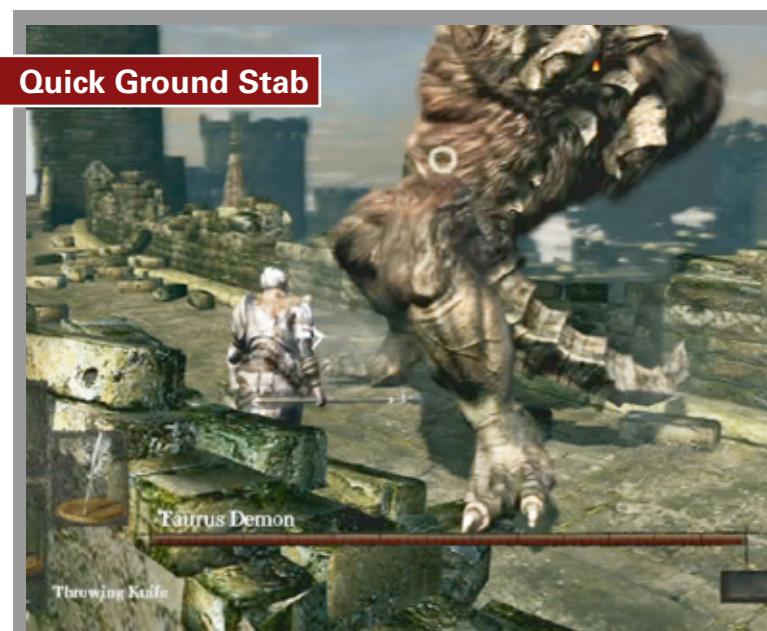
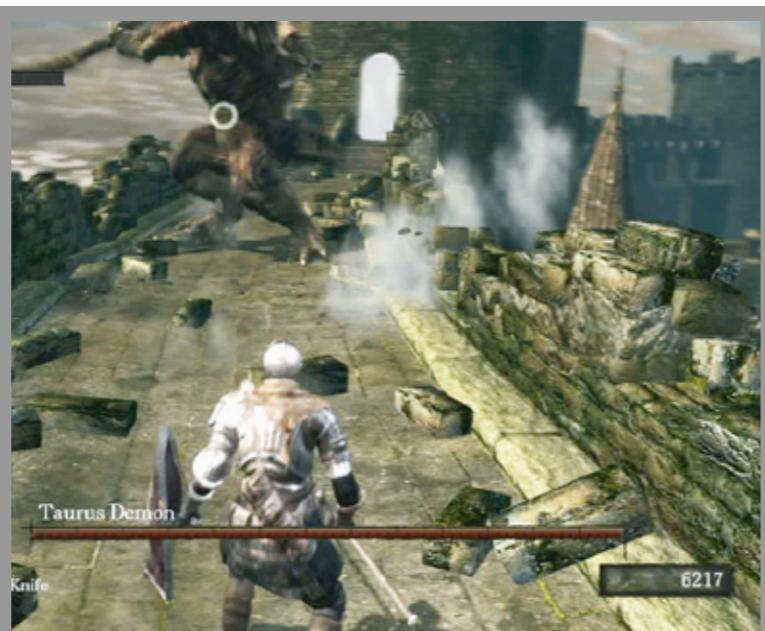
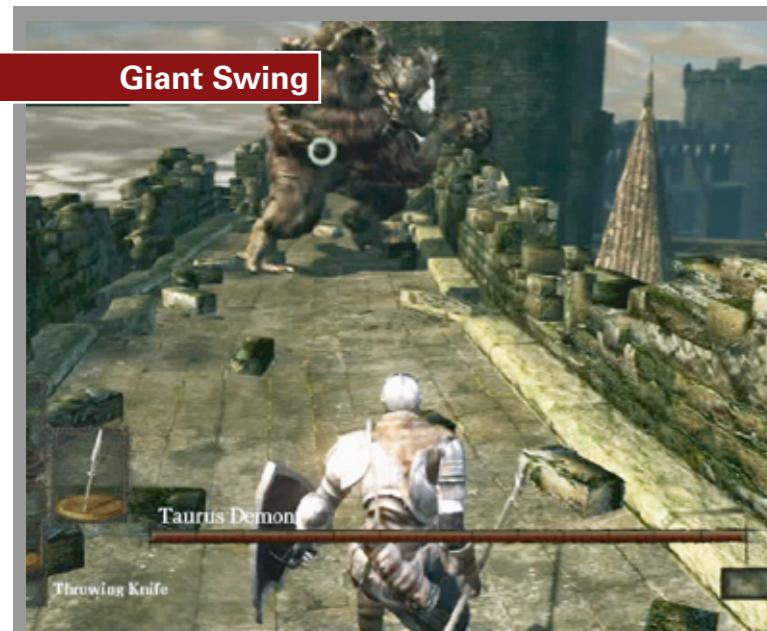
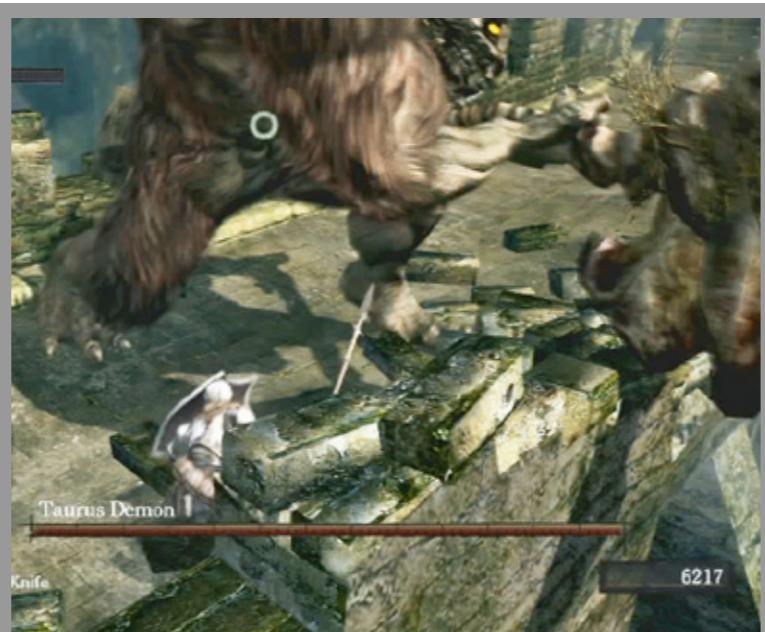
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Item Drops

Demon's Greataxe (B)

Attacks



Jumping Pound If there's too much distance between you and the Taurus Demon, it will use the Jumping Pound to close in rapidly. The demon will crouch down, and then it will jump towards you and deliver a long range vertical attack. As soon as you see the demon crouch, either run towards it and roll past the attack, or continue moving backwards to get out of range.

Standing Pound This close range version of the Pound is only used if you're very close to the Demon, and is also much easier to avoid. Wait until you see the Demon raise its hammer into the air slowly, and as he commences the attack, walk around to his back. From this position you will be safe to attack before it recovers.

Giant Swing At the start of this attack the Demon will draw back its weapon briefly, before initiating a huge swing across a horizontal arc in front of it. This attack does not have very much range, so it can easily be evaded by backstepping once you see it draw its weapon back. Alternatively, you can roll towards the Demon and go under the attack, which will allow you to get some quick hits in.

Quick Ground Stab Another attack that the Demon will only use when you're close. Because it is one of the quickest attacks, it's the primary one you need to be wary of. The start of the attack is quite similar to the Standing Pound, but the follow up is much quicker. You can still move around to the back of the Demon during the start of the attack, but be ready to roll to the side in case you do not get around in time.

Strategy

Although this boss can inflict a lot of damage, it has quite low HP and most of its attacks are easy to see coming and avoid. Add to this the fact that you can also use the environment to your advantage, it can actually be quite a simple battle. When you first walk through the fog, go up the ladder to the right and kill the two Undead Soldiers at the top of the tower. Once that is done, go back down and walk along the bridge until the Taurus Demon appears, and then run back towards the tower.

Wait until the Demon is directly below the tower, and then walk off and use a Plunging Attack to inflict a large amount of damage. While the beast is recovering, you should try to maneuver past it so that you can climb the ladder again quickly, and then go for another Plunging Attack. It will only take a few of these attacks to kill the Demon, so it is by far the most effective way to take it down. If you are

having trouble getting back up the ladder after a Plunging Attack, run away from the tower and lure the Demon away from it. You can then wait for it to initiate an attack and roll past it to have a free shot at the ladder; make sure you climb it quickly, however, as you can still be hit whilst on the ladder.

Another thing to be mindful of is the fact that you cannot stay on top of the tower for very long while setting up your Plunging Attacks. This is because the Demon has the ability to jump up onto the tower with you. If this happens, quickly roll off the front of the tower onto the bridge below and lure the Demon away again. Pyromancy and Magic can also be very effective against the Demon, and allow you to get some easy hits in while you are luring it away from the ladder. If you do happen to find yourself engaged with the Demon at close range, use the long startup on its attacks to move around to its back, where you can land some quick hits before he attacks again.

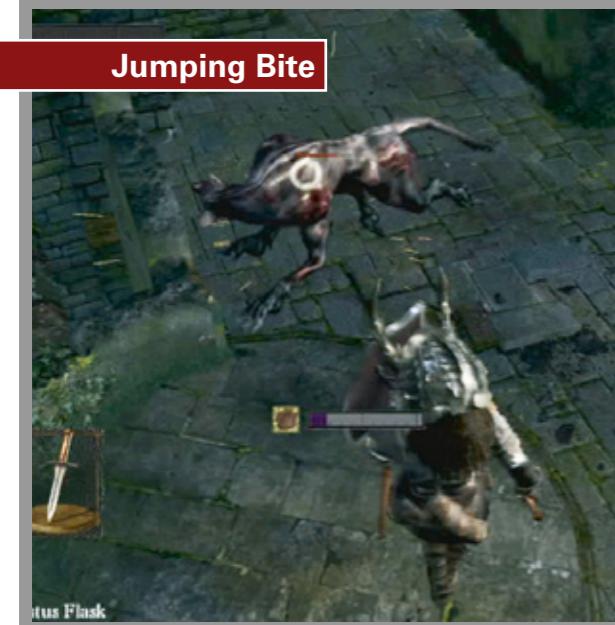
HP	1215	Souls	1000	Respawn	-	Abilities	None
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Demon Ruins	HP	900	Souls	1200	Respawn	YES
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Attack	Damage	Attack Type	Parry	Tracking	Speed
Giant Swing	315 (PHY)	Normal	No	Both	Medium
Jumping Pound	349 (PHY)	Normal	No	Both	Medium
Quick Ground Stab	315 (PHY)	Normal	No	Neither	Medium
Standing Pound	315 (PHY)	Normal	No	Neither	Medium



UNDEAD ATTACK DOG



Jumping Bite



Item Drops

None

Strategy

The Undead Attack Dog has relatively low health, but they can quickly overwhelm you with their fast attacks. The most difficult part of fighting this enemy, however, is actually landing a clean hit on it. The Attack Dog is capable of using a large backwards and sideways jumps, both of which can easily cause your attacks to miss. These jumps will usually come just before and after it attacks, giving you a very small window in which to hit it.

Both Biting attacks can be easily blocked if there is just one Dog around, and as soon as you finish blocking, you should attack it with your fastest attack before it jumps away. Only attacking during this small window will greatly cut down on the likelihood of getting hit, which is especially important against this enemy, since every attack causes Bleed build-up. The Bite attacks from the Dog are also extremely fast, and they can often interrupt you if you are overly aggressive in your attacking; staying defensive and using calculated attacks is a much more effective way to deal with the enemy.

HP	100	Souls	50	Respawn	YES	Abilities	None
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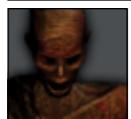
Undead Burg/Lower Section	HP	100	Souls	150	Respawn	NO
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Depths	HP	117	Souls	75	Respawn	YES
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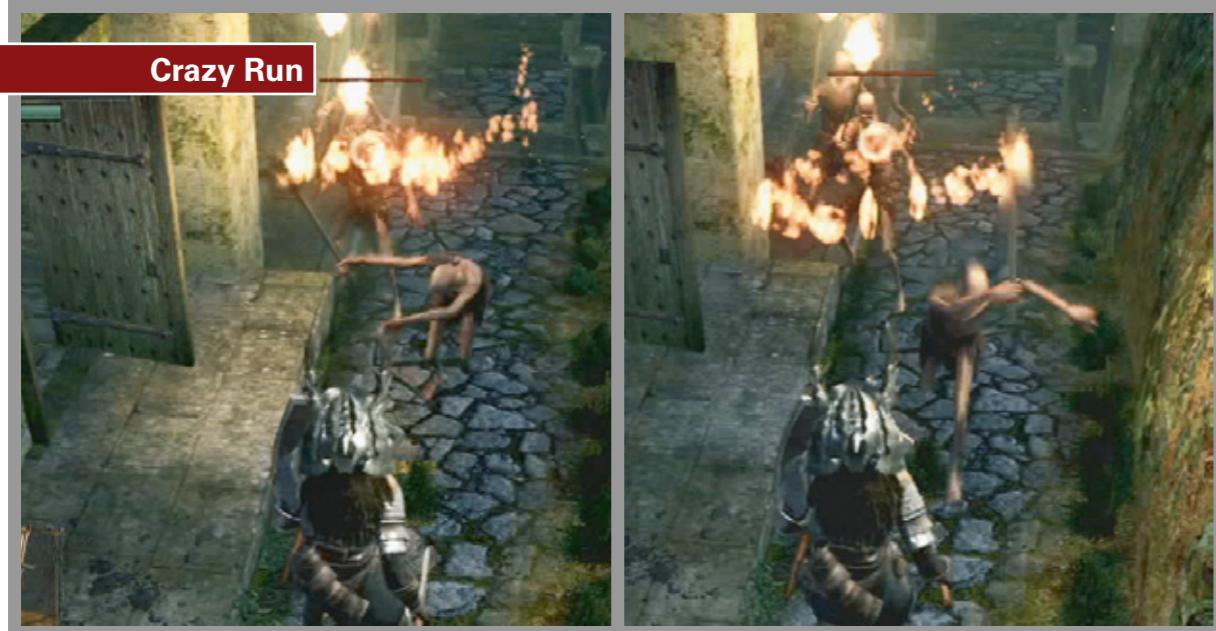
Depths (Butcher's Dog)	HP	126	Souls	150	Respawn	NO
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Attack	Damage	Attack Type	Status Effect	Parry	Tracking	Speed
Bite	130 (PHY)	Normal	Bleed: 30	No	Neither	Fast
Jumping Bite	175 (PHY)	Slash	Bleed: 30	No	Neither	Fast





ZOMBIE (TORCH)



Item Drops

None



Strategy

This Torch-wielding Zombie still has the same low HP as the other variants, but the additional Fire damage from the Torch means that it can be a threat. You'll usually be able to fight this Zombie much like you did the others, by blocking an attack and then moving around it for a Backstab. It does, however, have one new attack that you will need to be wary of, and that is the Crazy Run. The Zombie will start

dashing towards you while flailing its Torch in a very fast, and very powerful 4-hit combo. The Zombie will close in very quickly once it initiates this attack, so always keep the camera trained on it, especially if you are fighting other enemies in the area.

You'll often encounter numerous Torch Zombies in the same area, and blocking multiple Crazy Runs will quickly deplete your Stamina. In these instances it is much better to try and parry the attack and use the invulnerability of the riposte to keep you safe. Outside of the Crazy Run, this Zombie is just as slow as the others, which means it is very susceptible to ranged attacks and spells.

HP	88	Souls	20	Respawn	YES	Abilities	None
Undead Burg/Lower Section	HP	105	Souls	20	Respawn	YES	
Depths	HP	123	Souls	50	Respawn	YES	
Painted World of Ariamis	HP	220	Souls	150	Respawn	YES	
Undead Asylum (revisited)	HP	149	Souls	100	Respawn	YES	

Attack	Damage	Attack Type	Parry	Tracking	Speed
Wild Swing	60 (PHY)/145 (FIR)	Normal	Yes	Neither	Medium
Crazy Run*	68 (PHY)/145 (FIR)	Normal	No	Left	Fast
Jump Attack	81 (PHY)/145 (FIR)	Normal	Yes	Neither	Medium
Torch	145 (FIR)	Normal	Yes	Both	Medium

*4 Hit Combo





UNDEAD ASSASSIN

Strategy

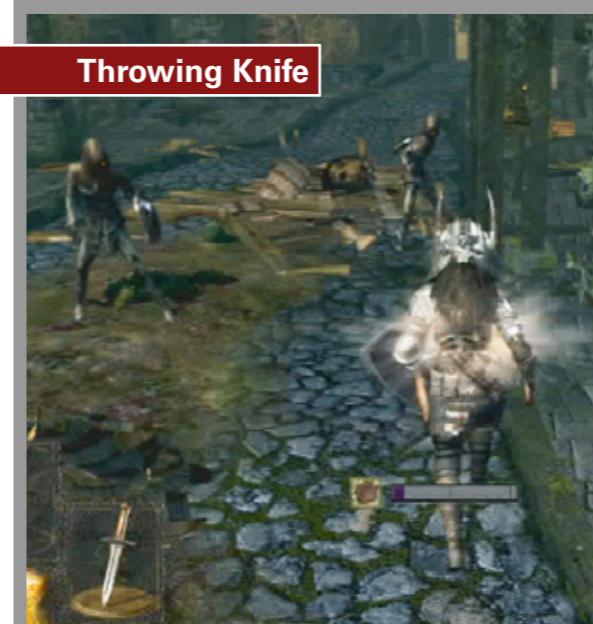
The Undead Assassin is a fast and deadly enemy despite its low health, and because all of its attacks cause Bleed, you will have to be especially vigilant with your guard around them. Unlike a lot of normal enemies, keeping your guard up should be the rule even if this enemy is at a distance, because it will often use Throwing Knives to attack you from range. Because you will normally encounter multiple Assassins at once, having to contend with Knives coming at you from different angles can be extremely difficult. In these situations you are much better off retreating, and then using parts of the environment to cut down on their possible throwing angles.

At close range this enemy can be just as deadly, thanks to the speed and damage of its knife attacks. You will need to time your attacks carefully, and only start attacking after blocking an Assassin's attack and staggering it, or causing one of its attacks to miss. Outside of its attacks, the Assassin can also shift into a highly defensive posture, raising its shield up to the side; any normal melee attack you do at this time is guaranteed to be parried, so either use ranged attacks or a Kick.

Item Drops

Bandit's Knife (A)
Target Shield (A)

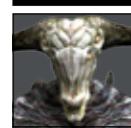
Hollow Thief's Hood (A)
Hollow Thief's Leather Armor (A)
Hollow Thief's Tights (A)



HP	138	Souls	50	Respawn	YES	Abilities	May heal when health is under 40%
----	-----	-------	----	---------	-----	-----------	-----------------------------------

Attack	Damage	Attack Type	Status Effect	Parry	Tracking	Speed
Quick Slash	130 (PHY)	Normal	Bleed: 39	Yes	Both	Fast
Running Stab	183 (PHY)	Thrust	Bleed: 39	Yes	Left	Fast
Throwing Knife	150 (PHY)	Thrust	Bleed: 39	No	Neither	Medium





BOSS – CAPRA DEMON



09_003



Item Drops

Key to Depths (M)
[Undead Burg/Lower Section]
Demon Great Machete (B)
[Demon Ruins]

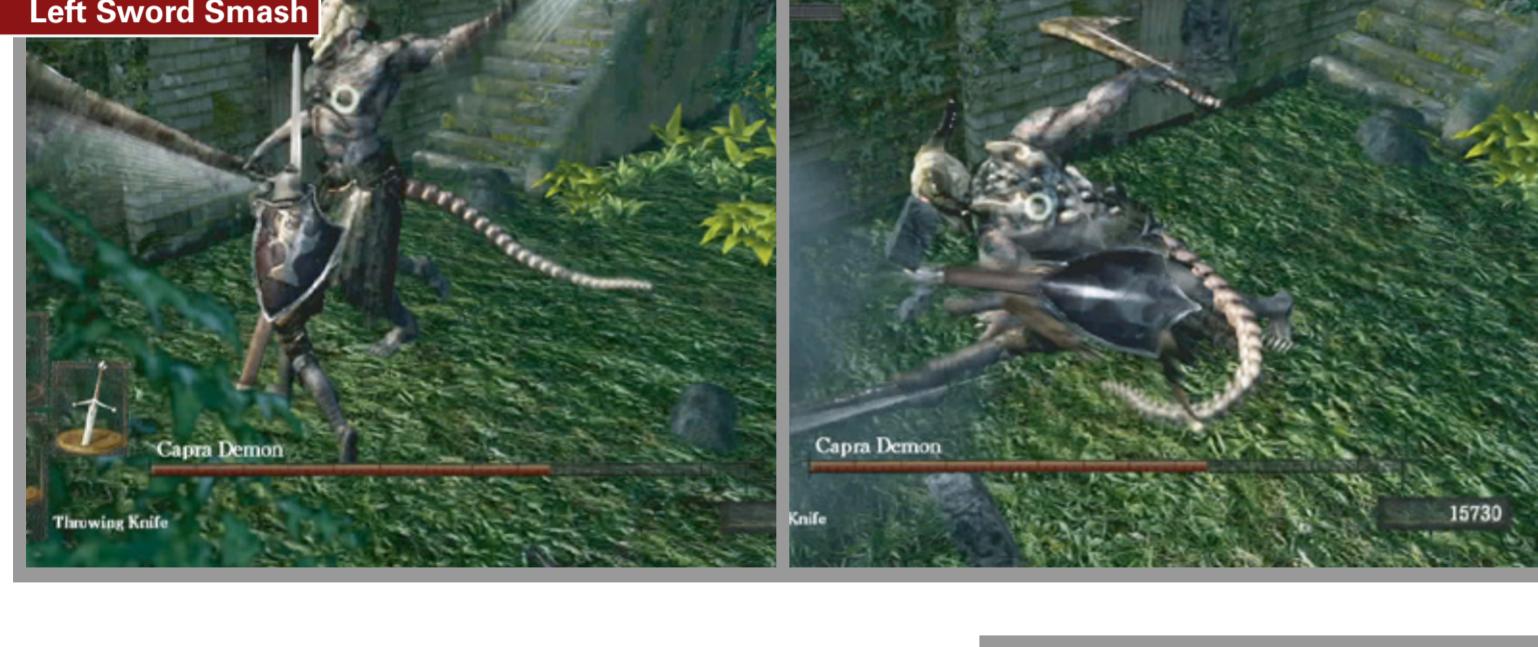


Attacks

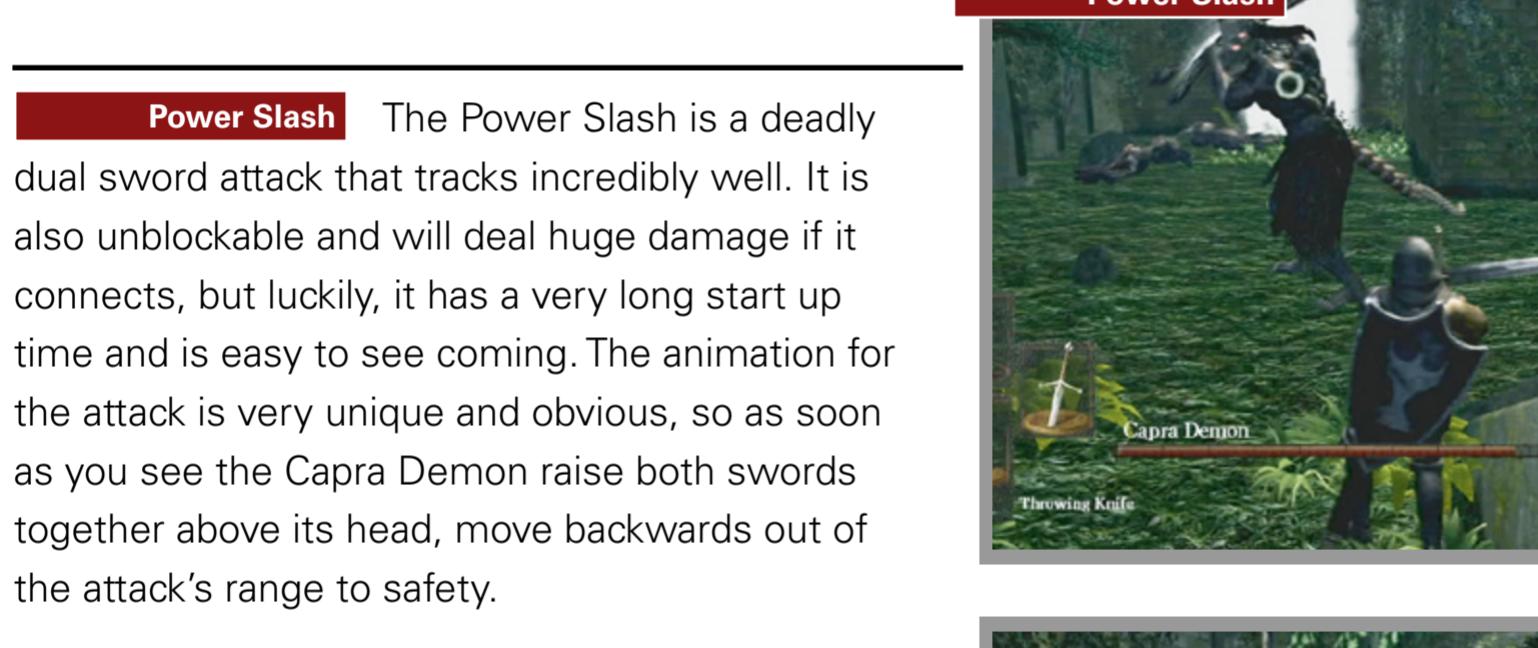
Single Swing This is a single swing with either the Capra Demon's left or right sword. The tracking is decent to the side the attack is heading, but as long as you move or roll in the opposite direction, it can still be easily evaded. If you do not have time to evade, then both of these attacks can also be blocked normally.



Double Swing This attack starts off similar to the Single Swing, but is quickly followed up with an additional left swing. Both of these attacks can be easily guarded, but the loss of Stamina is high enough to make evading them a better choice. Depending on your position, you can either avoid the whole series by rolling backwards, or sidestepping all the way around them.



Left Sword Smash The Left Sword Smash is a quick strike that tracks well to the Capra Demon's left side. While the attack can be blocked, it does a lot of Stamina damage and can easily break your guard, which can be deadly if there are any Attack Dogs around. Rolling into the attack to avoid it is a much safer option, and can create an opening for you to get some quick hits in.



Power Slash The Power Slash is a deadly dual sword attack that tracks incredibly well. It is also unblockable and will deal huge damage if it connects, but luckily, it has a very long start up time and is easy to see coming. The animation for the attack is very unique and obvious, so as soon as you see the Capra Demon raise both swords together above its head, move backwards out of the attack's range to safety.

Leaping Smash The Leaping Smash is a surprisingly fast long range attack with both swords that the Capra Demon will use to close in on you quickly. It's very powerful and cannot be guarded, however the tracking is non-existent and the attack can be avoided by sidestepping or rolling to the side very easily. The Capra Demon is vulnerable once this attack misses, so make sure to close in and attack before it can recover.

Strategy

The Capra Demon is not such a significant threat on his own, as evidenced by him appearing as a normal enemy later in the game. However, here he is joined by two Undead Attack Dogs, changing the dynamics of this battle considerably. The Capra Demon and his allies will assault you as soon as you enter the tiny area where you have to fight them, and your first priority should be to take out the Attack Dogs as soon as possible.

The Attack Dogs move much faster than the Capra Demon, and you will need to use this to your advantage. Any time the Demon gets close to you, run to the opposite side of the area to create space. Since the dogs will reach you first, you can always get some hits in before the Demon catches up. The staircase on the left of the room can also be used to your advantage, because it allows you to reach

the top of an archway that the Demon cannot access. While you are on this platform you will only have to contend with the dogs, as the Capra Demon tries to attack you in vain from below.

HP	1176	Souls	1200	Respawn	-	Abilities	None
----	------	-------	------	---------	---	-----------	------

Demon Ruins	HP	643	Souls	800	Respawn	YES
-------------	----	-----	-------	-----	---------	-----

Attack	Damage	Attack Type	Parry	Tracking	Speed
Double Swing	275 (PHY)	Normal	No	Neither	Medium
Single Swing	281 (PHY)	Normal	No	Both	Medium
Leaping Smash	400 (PHY)	Normal	No	Neither	Medium
Left Sword Smash	253 (PHY)	Normal	No	Both	Medium
Power Slash	405 (PHY)	Normal	No	Both	Medium





CHAPTER 03

AREA GUIDE

Exploring the vast and beautifully designed areas that make up the world of Dark Souls can be both enormously satisfying and deeply maddening. Getting lost in these environments is almost guaranteed, and finding your way through them unaided can be a long and precarious journey. The following pages will lay each area bare and expose all of their secret passages and hidden items. This chapter aims to illuminate your path and make the way forward as clear as day.



HOW TO USE THIS CHAPTER

This chapter is designed to guide you through each of the separate areas in Dark Souls and ensure that you'll always know where to go and what your options are. It should be very simple to use, but just in case anything is even slightly unclear we'll explain how all of the elements work here.

MAP LEGEND

01 Text Point

This is a text point. These are numbered and are simply used to link the text to a specific position on the map.

Bonfire

This icon represents a Bonfire, which you can use as a checkpoint to save the game and regain your health and supplies, at the cost of the enemies in the area respawning.

Boss

A boss battle will take place at this location the first time you reach it. Be careful when entering areas that have this icon marked, as you may not be able to leave until you've beaten the boss.

NPC

An NPC, such as a merchant or traveler, appears at this position the first time you reach the area. Some NPCs being present at the marked location may require you to have met certain conditions.

Locked Door

This icon means that the door at this location is locked, and will either require you to find a key or open it from the other side.

Major Trap

This is an environmental trap that can severely damage you if you're caught by it. These are often fast moving boulders that you'll need to roll away from.

Arrow Trap

These are small pressure pads on the floor that trigger arrows to be fired at your location. Once you know where they are you can easily avoid them.

Ladders

This icon means there's a ladder at this position, which will often lead to a different floor of the area, so it's often accompanied by the Map Link icon.

Weapon/Magic

This icon represents a weapon, shield or Magic spell that can be found at the location it's linked to. The name of the specific item(s) will be displayed next to the icon. These items are usually found either in a treasure chest or on a dead body near the marked location.

Armor

This icon represents a piece of armor that can be found at the location it's linked to. Often an entire set of armor can be found in one place, and the names of each piece will be displayed next to the icon.

Key

This icon represents a key that can be found at the location it's linked to. The name of the item will be displayed next to the icon, and the key's name will usually reveal the area in which it can be used.

Item

This icon represents an item (such as a Ring, Consumable item, Material or a deposit of Souls) that can be found at the location it's linked to. The name of the item or Soul deposit will be displayed next to the icon.

x1 Standard Enemy

This icon indicates that a Standard enemy appears at the marked location. It also shows you how many standard enemies are in the location in cases where a group of enemies appear very close together.

x1 Strong Enemy

This icon indicates that a Strong enemy appears at the marked location. It will display exactly how many Strong enemies are in the location, though these enemies most commonly appear on their own rather than in groups.

x1 Rare Enemy

This icon indicates that a Rare enemy (either a Crystal Lizard or a Drift Item) appears at the marked location. It also shows you how many Rare enemies are in the location in cases where a group of them appear very close together.

Ⓐ Map Links

These icons simply show where one area of the map links to another separated area. Often in places where an area has multiple floors the map is divided to show all floors, and these icons can be used to easily see where the floors link up through stairs or ladders.

PAGE EXAMPLE

We'll use this example page to describe each of the elements that make up the Area Guide.

01 Area Name

This is the name of the area currently being covered. This name will appear on screen every time you enter the area, regardless of where you enter it. When you see this name appear on screen you know you've crossed the boundary into the new area, and if you check the map you can work out which entrance you've used to get there by looking for the name of the area you came from.

02 Area Map

This is the map of the current area, with icons marking the positions where key items, NPCs and enemies can be found. Note that the enemy positions marked are their starting locations. If you've disturbed a group of enemies it's possible that some other enemies will be drawn away from these positions, so you may not always encounter them where they are marked here.

FIRELINK SHRINE 01

The map illustrates the layout of Firelink Shrine. Key locations include the New Londo Ruins, Crestfallen Warrior, Anastacia of Astora, Humanity, Petrus of Thorolund, Undead Burg, and Catacombs. Numerous enemies are marked with red circles, categorized into Standard (Armored Zombie, Skeleton Swordsman) and Strong (Giant Skeleton Swordsman). Items like the Ring of Sacrifice, Lloyd's Talisman, and Binoculars are also indicated. A legend on the right provides a key for these symbols.

01 As soon as you land in Firelink Shrine you will be near a bonfire that has already been kindled, so rest up to increase your supply levels. This area of the game serves as a kind of hub, which you will often find yourself traveling through, so becoming familiar with it can be very useful and time-saving. Nearby you'll also find a helpful NPC that will give you more details about your quest, and tell you the locations of the Bells of Awakening, the ringing of which is your most immediate goal.

02

03

04

05

Enemies

- Standard
- Strong

Important Items

- Winged Spear
- Talisman
- Mace
- Caduceus Shield
- Binoculars
- Zweihander

01

00

8 Fireball

03 Text Points

This part of the Mini-Guide is designed to be interactively browsed. Any time you see a Text Point, either on a map or by some text, you can click on it to be taken straight to what it's linking to. The pages start with a map, so you can use the Text Points on these to quickly navigate to the relevant text, and then click on the point number again to be taken back to the map. These numbers do not have to be followed in order, as this guide is designed to show you all of the key areas and events in an area, rather than to provide a chronological route from start to finish. Each point will describe the key points of interest in the area and what your options are for continuing.

04 Enemies

The enemies that appear in the current area are listed here. These are categorized as Standard, Strong, Rare or Boss types. If you're having trouble against a particular enemy you can look up your current area in the Enemy Guide chapter and then find the enemy in question to find detailed strategies for dealing with it.

05 Important Items

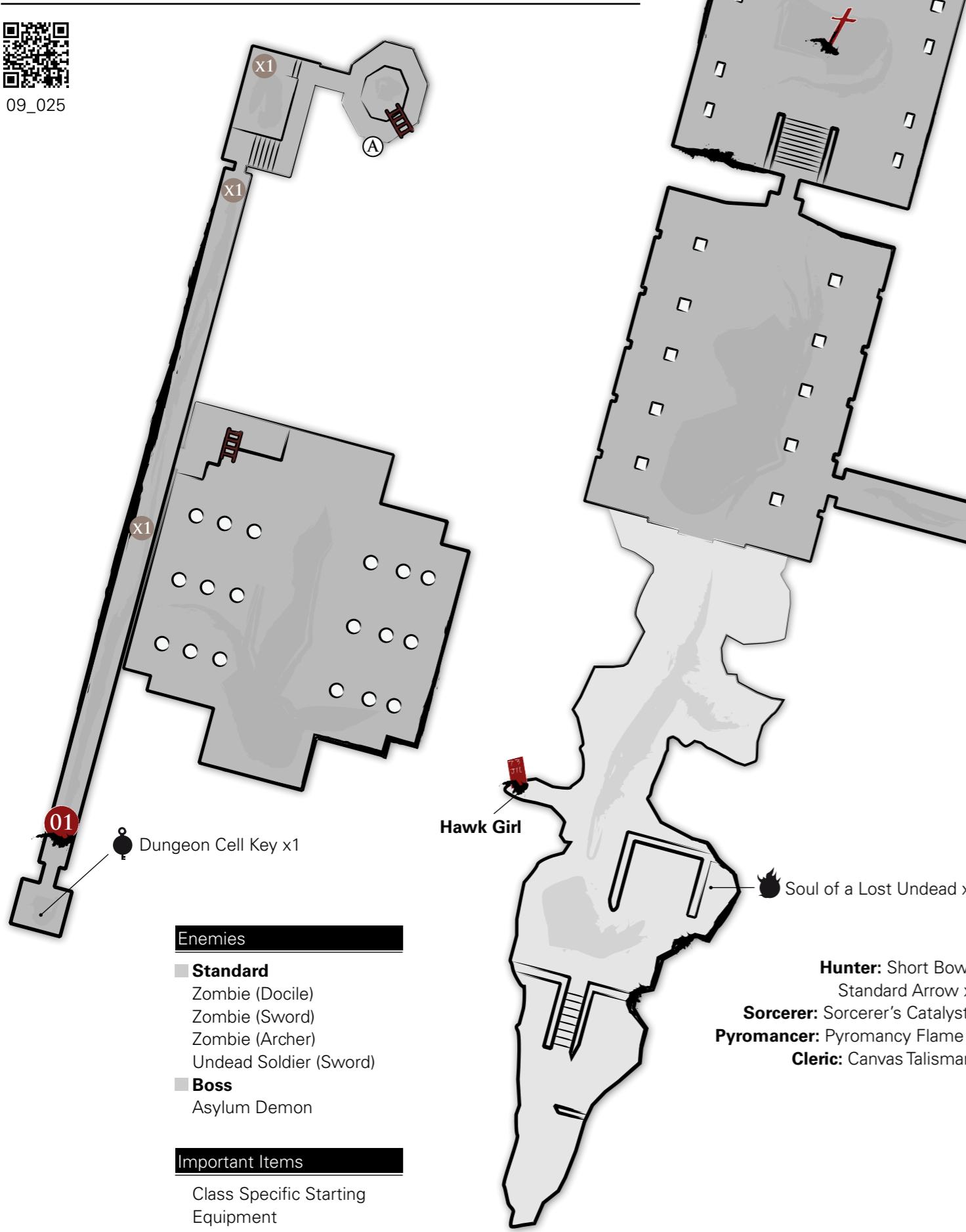
This section lists the most important items that can be found in the current area. This gives you an idea of any important treasures in the area you may miss at a glance. The exact locations of these items will be marked on the area map.



UNDEAD ASYLUM

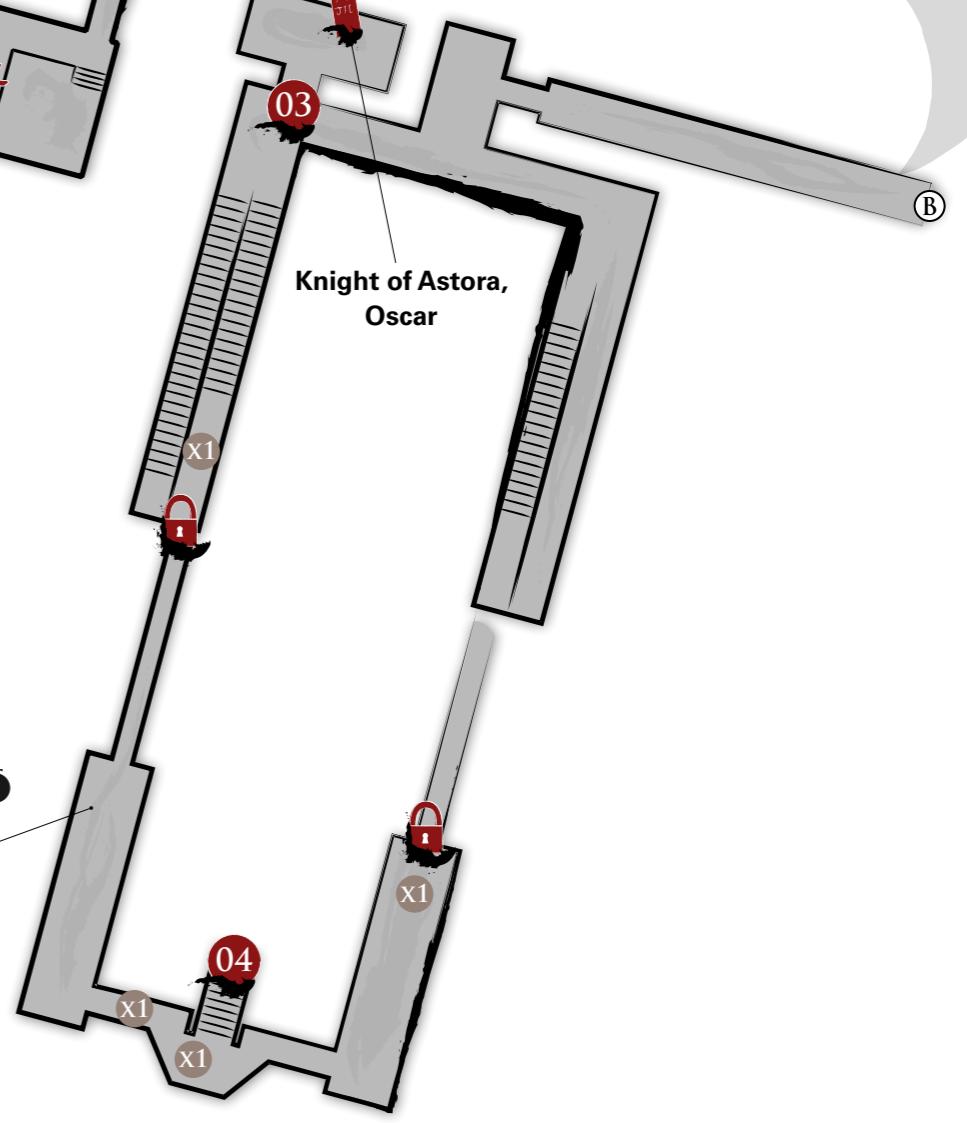


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† **Warrior:** Longsword x1,
Knight: Broadsword x1,
Wanderer: Scimitar x1,
Thief: Bandit's Knife x1,
Bandit: Battle Axe x1,
Hunter: Shortsword x1,
Sorcerer: Dagger x1,
Pyromancer: Hand Axe x1,
Cleric: Mace x1,
Deprived: Club x1

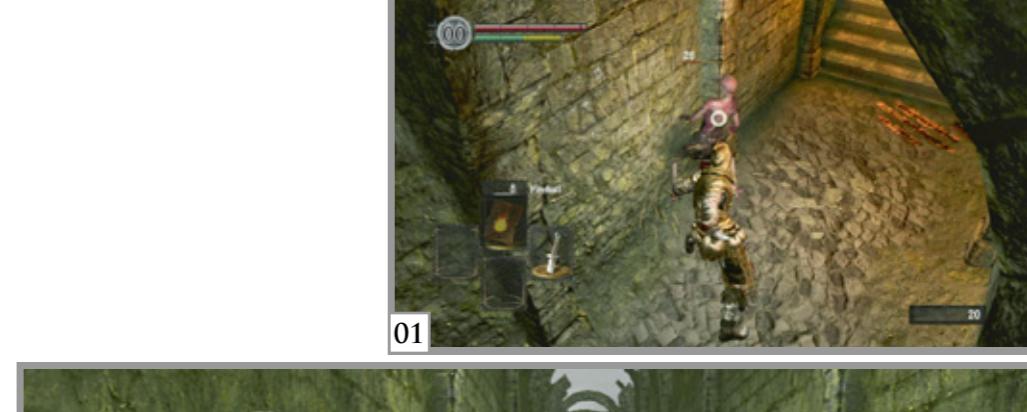
† **Warrior:** Heater Shield x1,
Knight: Tower Kite Shield x1,
Wanderer: Leather Shield x1,
Thief: Target Shield x1,
Bandit: Spider Shield x1,
Hunter: Large Leather Shield x1,
Sorcerer: Small Leather Shield x1,
Pyromancer: Cracked Round Shield x1,
Cleric: East-West Shield x1
Deprived: Plank Shield x1



01 You start your journey locked in a cell, armed with only the hilt of a broken sword. Your first course of action is to find a means of escape. Pillage the corpse located in the cell with you to find the key you need to unlock the cell door, and then continue up the long corridor. The Zombies in this area are docile and will not attack you, but you can still get some combat practice in on them for some easy Souls if you wish [→ 01]. When you come to the end of the corridor, climb the ladder to reach the floor above.

02 Directly ahead of you in this room is the first bonfire of the game. Bonfires serve as both a means to replenish your supplies, and as points to respawn from should you die. Resting at a bonfire will also respawn all enemies in the immediate area, so using bonfires comes at a cost. Go up the stairs and open the door to the next area when you are ready. As soon as you enter this room you will hear a rumbling, and the Asylum Demon will come crashing down from above. You can take him on now, but your broken sword is not very effective, so it is better to retreat strategically through the gate on the left.

At the end of the next corridor there is a Zombie archer firing arrows at you, so quickly run forward and go into the open cell on the left. Near the entrance to the cell you can pillage a shield from a corpse; equip the shield and then start running towards the Zombie while holding up the shield to protect yourself [→ 02]. Pick up the weapon from the corpse near the Zombie, and then take him out before continuing.



03 Start running up the stairs here, but be ready because a Zombie at the top will push a boulder down the stairs at you; as soon as you see it coming, roll to the right to fall down and avoid the boulder. The force of the boulder managed to destroy a section of the wall, which reveals a small room containing an injured soldier. Speak with the dying man and offer to hear about his quest. As a reward, he will give you a valuable Estus Flask, as well as the key to a nearby gate. [→ 03]

Go back up the stairs and after dispatching the Zombie at the top, use your newly acquired key to get through the gate. On the right of the area just past the gate you will find another useful piece of equipment for your class, so make sure not to miss it.

04 When you are ready, step through the fog to once again face the Asylum Demon. Do not stand on the ledge above him for too long, because he will jump up and destroy the platform after a short while. Being above him at the start though does give you an advantage, in that you can make use of the extremely powerful Plunging Attack by stepping off the ledge and attacking as you fall [→ 04]. After defeating the demon, use the key you obtained from him to open the large door. The mysterious Hawk Girl can be found in a bird's nest on the right of the cliff, and if you have the right items, you can leave one here for her now. Keep walking towards the end of the cliff to trigger a cutscene that will take you to the next area.

FIRELINK SHRINE



09_026



01 As soon as you land in Firelink Shrine you will be near a bonfire that has already been kindled, so rest up to increase your supply levels. This area of the game serves as a kind of hub, which you will often find yourself traveling through, so becoming familiar with it can be very useful and time-saving. Nearby you'll also find a helpful NPC that will give you more details about your quest, and tell you the locations of the Bells of Awakening, the ringing of which is your most immediate goal.



02 In the ruins of this building you will find Petrus of Thorolund, a wandering cleric who is the first NPC you can enter into a Covenant with, if you keep talking with him. He will then also sell you some useful Talismans and Miracles, if you can use them. If you go up the stairs to the side of Petrus you will come to an elevator shaft, and while you cannot use the elevator at this time, if you drop down into it, you will come to an area with numerous treasure chests, filled with useful items [→ 02]. To exit the area with the chests you will need to drop down from a small cliff into the graveyard, from where you can go back up the stairs to reach the central area again.



03 This graveyard area holds some very useful items, but any trip into it near the start of the game should be an extremely cautious one. The normal skeletons here are very strong at this time and can quickly kill you if you are not careful [→ 03]. There are also Giant Skeletons guarding some of the better items and they are even more lethal. It is recommended that you level up a bit elsewhere before venturing down here. At the end of the graveyard is the entrance to the Catacombs, and that is an area you do not have to venture into until much later in the game.

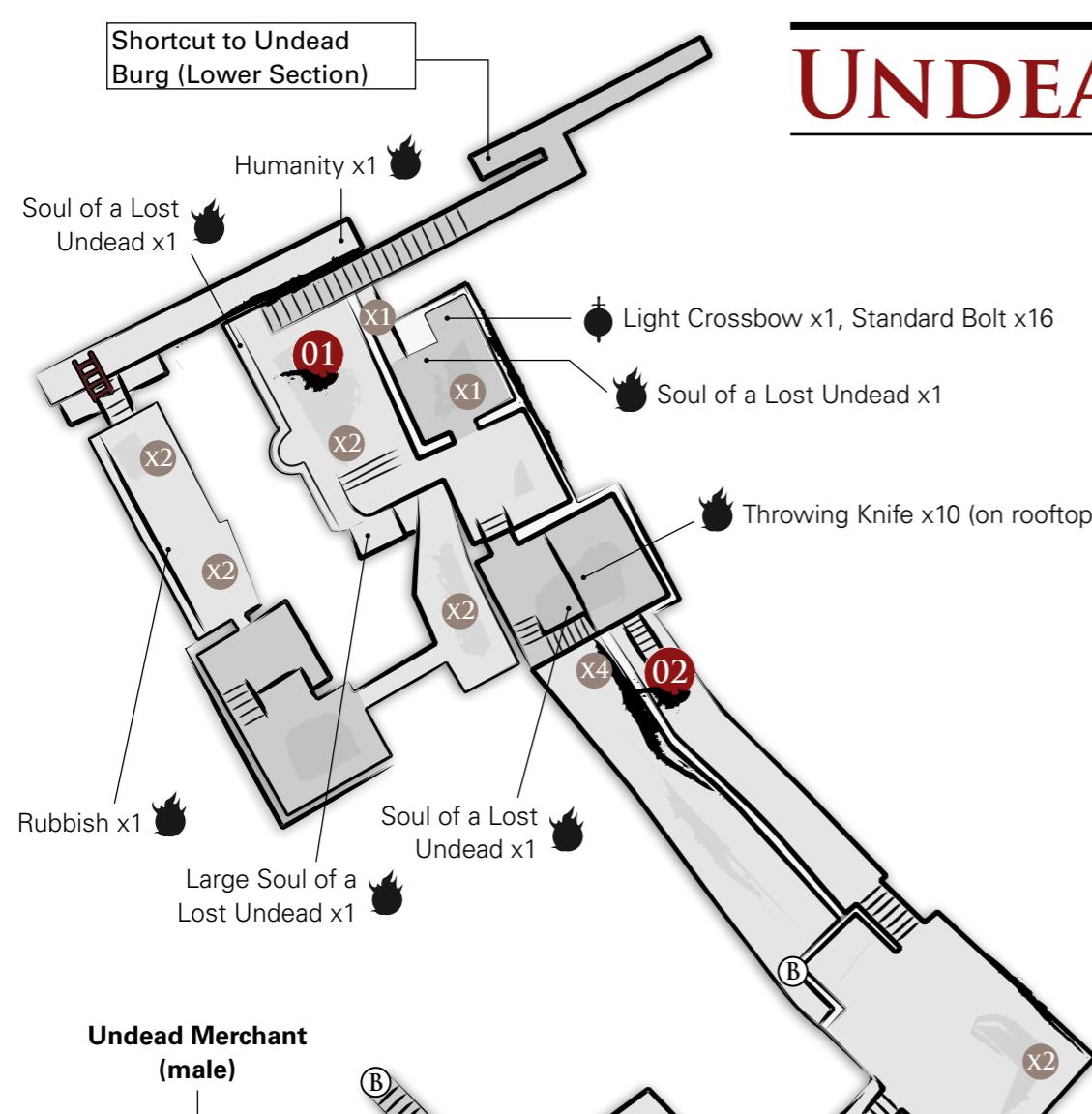
04 This path up the side of the cliff is the way you need to travel in order to reach the Undead Burg on your way to ringing the first bell. There are a lot of enemies scattered about on the steep slopes, so advance slowly and try to avoid getting surrounded. When you get near the top you will also encounter an enemy who will throw Firebombs at you, so clear the other enemies out first from a safe distance, and then time your run up the stairs and knock him off the cliff. [→ 04]

The final enemy guarding the route into the sewers is on a very narrow ledge, so to avoid getting knocked off yourself, try to lure him down and fight him on the more open ground of the cliff top. Once he has been defeated, enter the sewers and follow them along to the opening on the left; then climb the stairs to reach the Undead Burg.

UNDEAD BURG – MAIN SECTION



09_027



Enemies

Standard

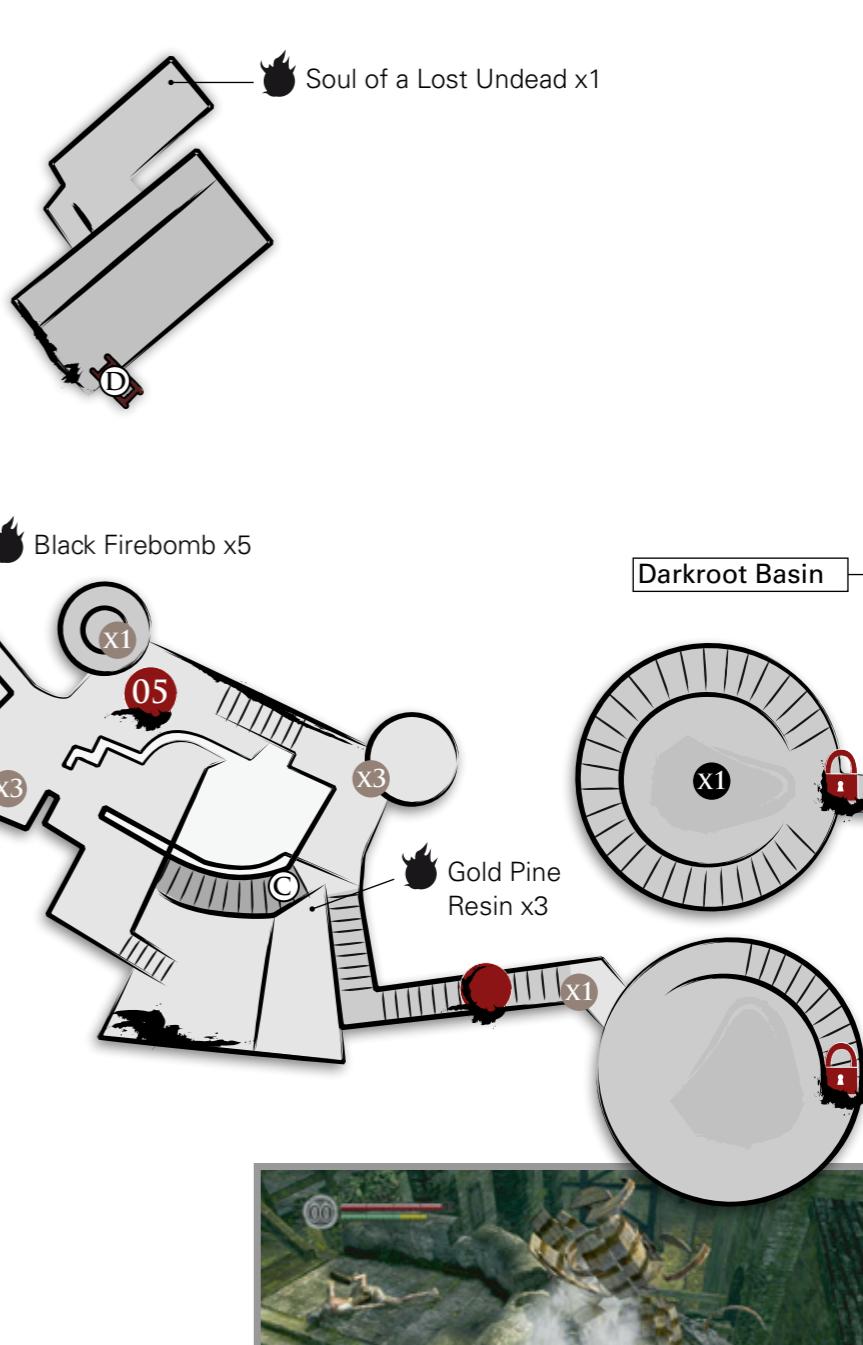
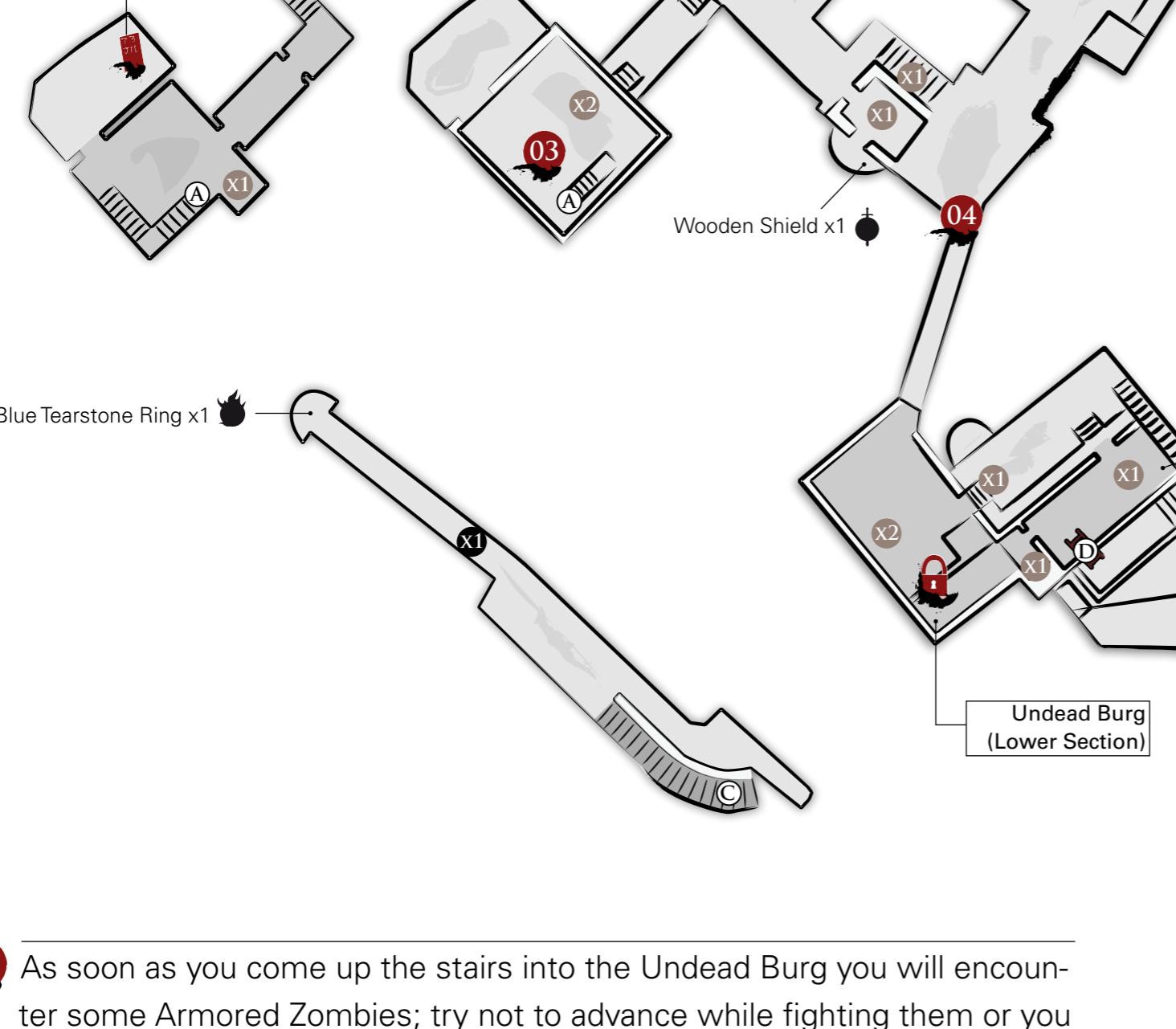
Armored Zombie (Sword & Firebomb)
Armored Zombie (Axe)
Zombie (Docile)
Zombie (Sword)
Undead Soldier (Spear)
Undead Soldier (Sword)
Undead Soldier (Crossbow)

Strong

Black Knight (Sword)
Havel the Rock

Important Items

Blue Tearstone Ring
Light Crossbow



01 As soon as you come up the stairs into the Undead Burg you will encounter some Armored Zombies; try not to advance while fighting them or you may attract the enemies slightly ahead. Once they have been killed, use a Roll to destroy the cluster of barrels to the far right of this area [→ 01]. This will reveal a hidden ledge that you can drop down to for an item.

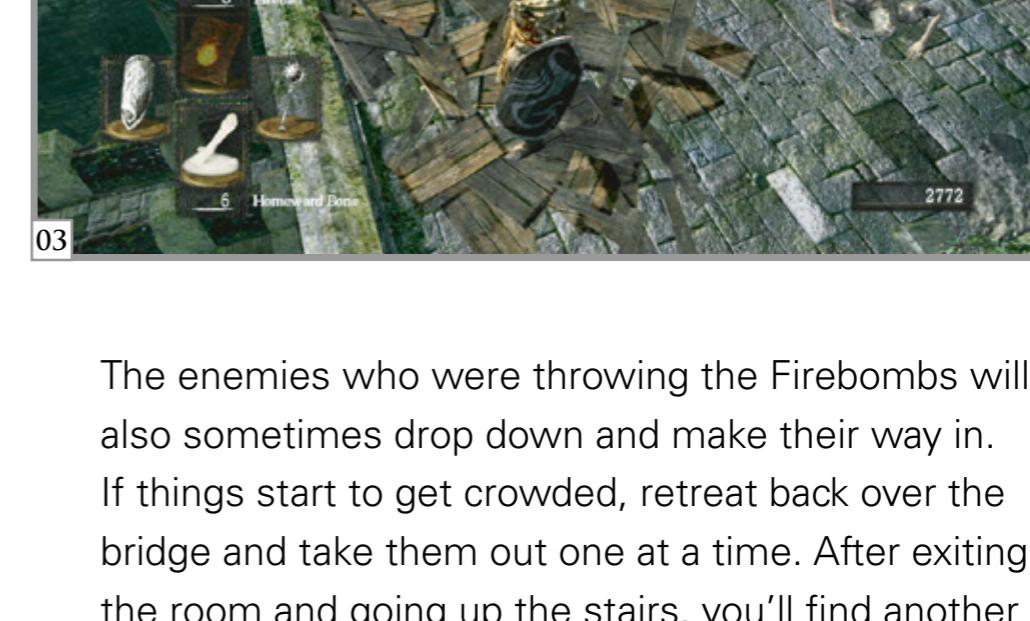
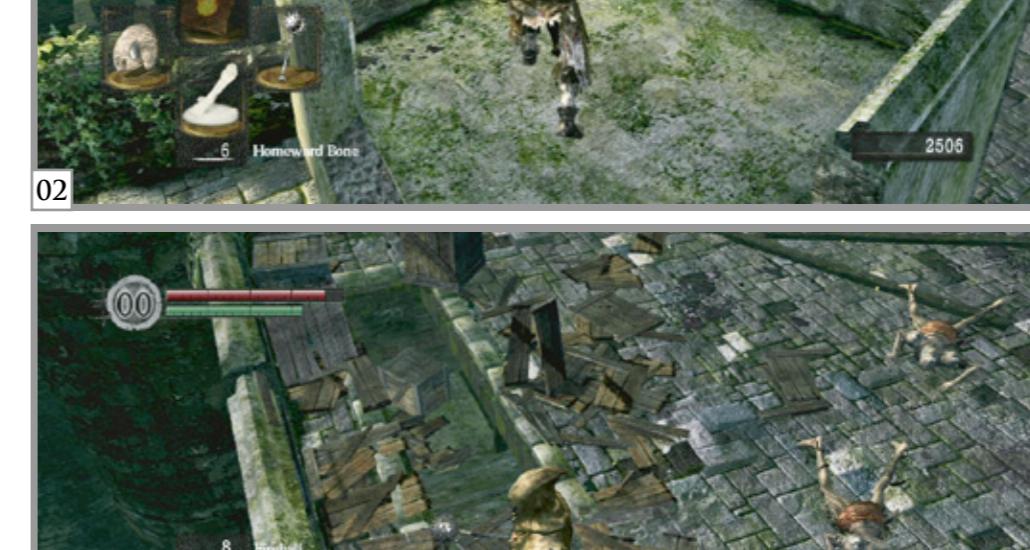
Drop down from this ledge to the area below, which you can also explore for even more items. Be careful when you are walking around this area because there are a number of enemies hanging over the side of railings that will climb up when you are close.

02 Be careful as you reach the top of these stairs because the dragon, Hellkite, will come crashing down on to the path ahead briefly. Once he has flown off, run up the next set of stairs to the next enemy group. The main threat here is the archer at the top of the stairs directly ahead; try to run past all the other enemies and take him out first [→ 02]. You can then take out the remaining enemies one at a time by using the stairs as a natural bottleneck. If you are running low on supplies, rest at the bonfire in the room to the left before continuing.

03 The two enemies here can both drop a good shield at this point in the game, so it is worth using the bonfire to respawn them a few times to try and get it and so save you buying one. Once they have both been killed, you can use a Roll to destroy the group of boxes to the left of the area, which will reveal a hidden staircase. [→ 03]

At the bottom of the stairs you come to a room with two exits. The one on the right leads to an item on a rooftop, but if you head this way be aware of the enemy breaking through the shelving near the doorway. On the rooftop, you can jump to a small ledge on the adjacent building, where you can find a Light Crossbow. The left exit takes you to the first merchant in the game, and if you didn't get one earlier, buying a good shield should be a high priority, along with a bow and some arrows.

04 Be very careful when moving along this bridge, because a number of enemies on a high platform to the left will start bombarding it with Firebombs once you are on it [→ 04]. The room on the other side of the bridge only starts off with a couple of enemies, but shortly after you enter, another will enter through a doorway.



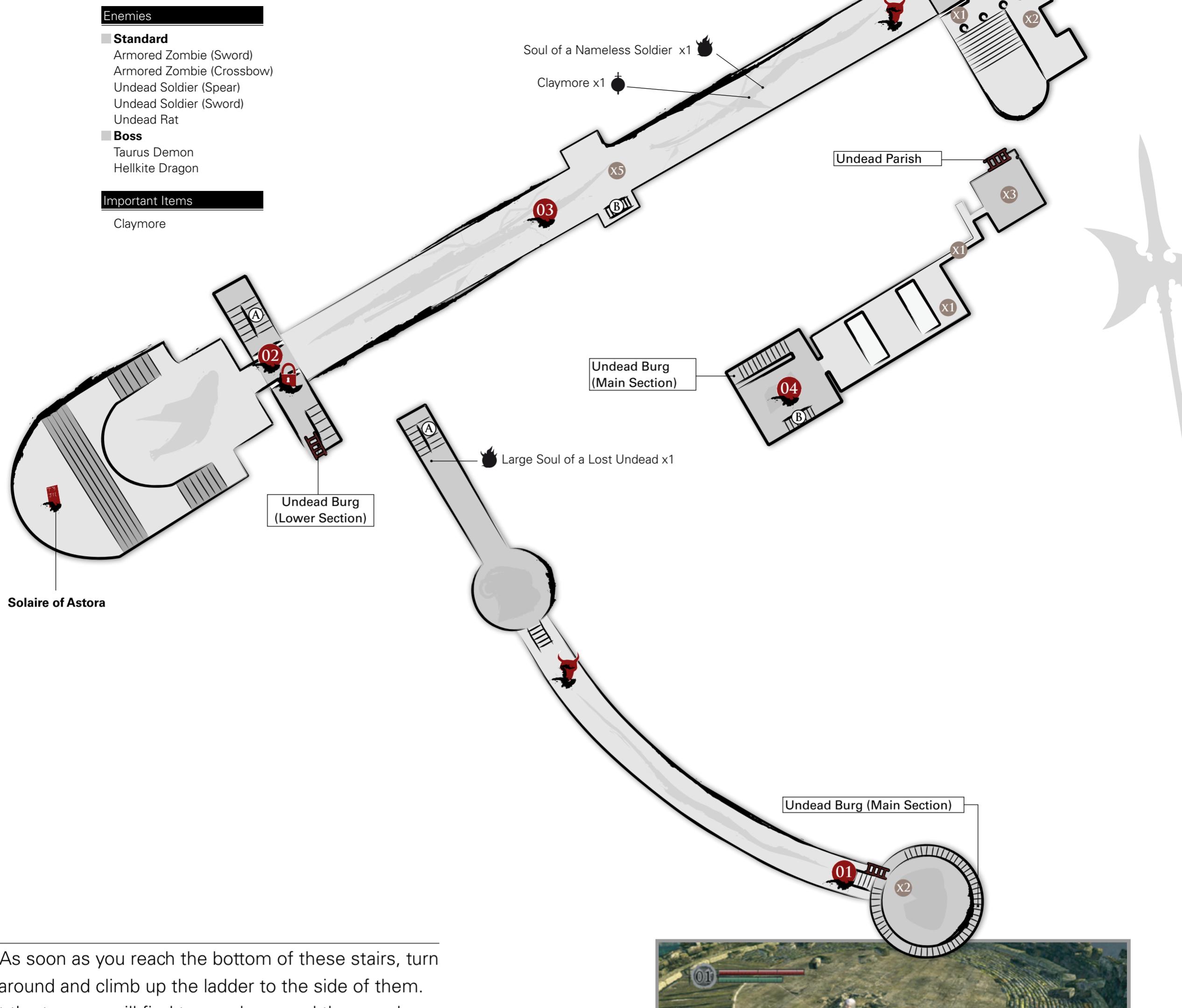
The enemies who were throwing the Firebombs will also sometimes drop down and make their way in. If things start to get crowded, retreat back over the bridge and take them out one at a time. After exiting the room and going up the stairs, you'll find another cluster of enemies, so try and lure them down the stairs one at a time.

05 Before going too far past this point, make sure to go up the tower on the left and take out the archer at the top so that he doesn't shoot you in the back while you fight the enemy group up ahead. Go down the stairs on the right after clearing the area to find a useful accessory. There is a tough fight down here, so don't hesitate to use any useful items or sorcery you may have.

Once you are done, go back and head up the next staircase. When you reach the broken section on the left, an enemy at the top will kick a flaming barrel down the stairs; quickly turn around and run out of the way before it hits you [→ 05]. Kill the devious enemy, and then enter the tower. If you have the key you can open the door and go down to the Darkroot Garden, but that area is guarded by the powerful Havel, and best saved for later. Go up the spiral staircase instead to reach the Upper Section of the Burg.



UNDEAD BURG – UPPER SECTION



01 As soon as you reach the bottom of these stairs, turn around and climb up the ladder to the side of them. At the top you will find two archers, and they can be very problematic during the upcoming boss fight if you leave them alive [→□ 01]. When you are ready, continue along the path until the Taurus Demon jumps down. Fighting him on the narrow path can be difficult, so you are much better off retreating back to the tower where the archers were positioned and using Plunging attacks to kill it. When the demon has been defeated, continue along the bridge and down the series of stairs to reach the area below.



02 As soon as you enter this area you will see a locked door in front of you that leads down to the Depths and Blighttown, which is where the second bell is located. To unlock it, however, you will need a key from within the Undead Parish. To your right you will also find a helpful NPC named Solaire of Astora, and if you talk to him a couple of times you will gain the ability to summon him at specific locations to help you, as long as you are not Hollowed [→□ 02]. The bridge to the left is the way forward towards the Parish, but crossing it is no easy task.



03 At the end of this bridge sits the powerful Hellkite Dragon, which does not like people entering its domain. Once you are about a third of the way across the bridge it will unleash its fire breath, which will engulf almost the entire bridge. The only safe areas are at the front of two small alcoves halfway across the bridge, and to reach them safely you will need to sprint straight towards them. This means running past a large group of enemies, so make sure you have your shield up. Thankfully, the fire will take care of them for you once you are in the alcove. [→□ 03]

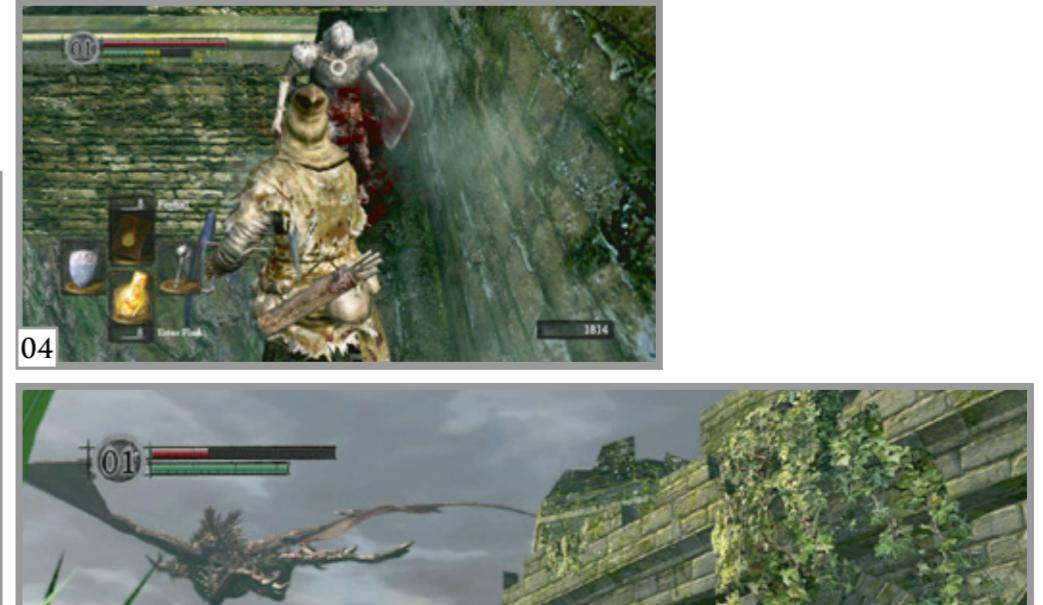
Beneath the Dragon is a room containing a bonfire and a handy shortcut to the Undead Parish, but to reach it you must get past the beast itself. You can either try to time a sprint between his attacks, or shoot him in the head with an arrow to lure him onto the bridge and run past him, which is slightly easier. If you are having trouble, there is another way into the Parish by going down the stairs in the right-hand alcove.



04 The stairs leading down to the hand-side of this room will allow you to reach the Bonfire in the Main Section of the Undead Burg, just make sure to kick the ladder down so that you can get back up. The doorway straight ahead leads to a section underneath the bridge that you can use to get safely past the dragon above.

Be careful when you are fighting the enemies in this area because one small error can easily lead to you falling over the side to your death [→□ 04]. After navigating the narrow ledges you will come into a room and be confronted by a group of rats, so try to get as far into the room as you can before you begin fighting them. When they are dead, use the ladder in the room to reach the Parish.

05 If you made it past the dragon into this room, you can pull the switch on the left to open the gate, which will give you a quick way of entering the Parish. Making it in here will also cause the dragon to fly off, so that you will be able to cross the bridge safely until the next time you return to the area. [→□ 05]





CHAPTER 04

WEAPONS & EQUIPMENT

The vast collection of unique weapons and armor pieces in Dark Souls make for compelling loot, but in order to build up your collection, you will first need to know where to hunt, and what to hunt for. Acquiring all of the rare and powerful weapons that can be both found, or created through reinforcing, will not only increase your ability to survive against the denizens of Lor-dran, but can also give you the edge against other invading Phantoms.



HOW TO USE THIS CHAPTER

On the following pages you'll find comprehensive data and information on every weapon and piece of armor in Dark Souls. To make sure that this data is as easy to use as possible we'll go through the way it's presented here.

CATEGORIES & SORTING ORDER

In this section we will take you through every weapon the game has to offer. These are divided into the specific weapon categories to make the type you are looking for easy to find. We describe each of the different attacks for each weapon type, along with any unique attacks that special weapons may have. Because of the sheer number of different weapons, and possible variations of each one, you can find the stats for each weapon at the crucial +5, +10 and +15 levels where applicable. With this information, you can plan all of your reinforcing ahead of time, and reduce the need to spend precious materials experimenting.

The icons used for the stats here are the exact same ones that are displayed in the game, making it very easy for you to keep track of things. To avoid any confusion, however, here is a list of the icons and what they represent:

Weapons are organized by different categories in the game, and we've used the same categories here. At the start of each weapon category we'll provide an overview of the type of weapon it is, and the kind of situations they are most suited to being used in. These overviews can give you a quick insight into the weapon's strengths and weakness and can help you decide if it is the kind of weapon that you want to use.

General Attacks

The General Attacks are the common moves that each weapon within a category shares. The descriptions for the attacks give you a quick indication of what type of attack it is, along with the speed and motion of it. If a weapon has a variation on any of these attacks, there will be a separate note within that weapon's section with an additional description detailing the differences.

EXAMPLE WEAPON DATA

DAGGER		01
Type	Slash/Thrust	Weight 0.5
Stability	26	Upgrade 100
Durability	200	
Acquired from	Sorcerer (default), Undead Merchant (male) 300 Souls	
	02	03
Attack Values		Parameter Bonus
Damage Reduction		FS
Dagger	56 0 0 0 131	E B - - 45 10 30 30 50
Dagger+5	84 0 0 0 131	E B - - 45 10 30 30
Dagger+10	112 0 0 0 131	E B - - 45 10 30 30
Dagger+15	140 0 0 0 131	E B - - 45 10 30 30

01 Weapon Name

This entry is the weapons name, exactly as you will find it in the game.

02 Weapon Icon

To go along with the name, we have also included an icon for the weapon so that you know exactly what it looks like.

03 Basic Info

This part of the weapon's entry shows the following information:

Type: This is the attack type of the weapon where you will find what type of damage the weapon is capable of inflicting.

Weight: The weapon's weight value, which will tell you how much it will contribute to your Equip Load.

Upgrade: The cost in Souls that you will have to pay every time you wish to reinforce the weapon. This section may also include any special material require to reinforce the weapon.

Durability: This is the starting value for the weapons durability; the higher the number here, the longer you can go without having to repair it."

Acquired from: Here you will find the different weapons that it is possible to acquire the weapon, which will range from which enemy drops it, the area in which you can find it, who you can buy it from, or if it requires you to ascend a normal weapon into it through use of a Boss Soul.

Frampt Souls (FS): This column simply shows you the amount of Souls you will receive from Kingseeker Frampt if you feed the item to him.

EXAMPLE ARMOR DATA

There are many different armor pieces that you'll come across in Dark Souls, and all have their own unique values for a number of important categories. To make sure that you get the most of the data, we'll go through an example page here so that you know what each different value represents.

Armor Upgrade Data

Similar to your weapons, armor also grows a lot in strength through efficient reinforcing, so to let you know exactly how well you will be protected, we will again provide the stats for every armor piece at their base, +5 and +10 levels. Through this information you will be able to plan ahead, and mix and match pieces between sets to come up with the best combination for your character.



01 Set Name

The is the name given to full armor sets, comprising of matching pieces for the head, chest, hands and legs.

02 Full Suit Icon

Here you can see how the full set of armor would look on either a male or female character.

Category: Attack Type Defense

Description

PhysDef: The amount of protection you receive against Normal attacks

StrikeDef: The amount of protection you receive against Striking attacks

SlashDef: The amount of protection you receive against Slashing attacks

ThrustDef: The amount of protections you receive against Thrusting attacks

Category: Sorcery Defense

Description

MagDef: The amount of protection against Magic based attacks

FireDef: The amount of protection against Fire based attacks

LitngDef: The amount of protection against Lightning based attacks

Category: Resistances

Description

Poise: This value determines your characters ability to maintain its offense form while receiving attacks; the higher the number, the more likely you will not be interrupted or staggered."

Bleed Resist: How much additional resistance the armor has to Bleed.

Poison Resist: How much additional resistance the armor has to Poison.

Curse Resist: How much additional resistance the armor has to Curse.

03 Individual Piece Icons

Next to the full suit picture you can also see a slightly more zoomed look at each piece separately so that you can visualize how they would look with other armor pieces.

04 Basic Info

The same general information from the Weapons section can also be found here for each armor piece, allowing you again to check the important durability and weight stats.

WARRIOR SET

Armor	04	Durability	Weight	Frampt Souls	Acquired from	05	06	07
Standard Helm	250	3.5	100	Warrior (default), Depths (1)	14 8 16 14	8 8 3	5 9 8 0	
Standard Helm +5	250	3.5			22 12 25 22	13 13 5	5 10 9 0	
Standard Helm +10	250	3.5			34 19 39 34	19 19 7	5 13 11 0	
Hard Leather Armor	250	5.9	100	Warrior (default), Depths (1)	28 30 28 28	20 27 23	0 23 20 0	
Hard Leather Armor +5	250	5.9			44 46 44 44	31 42 36	0 25 22 0	
Hard Leather Armor +10	250	5.9			68 72 68 68	48 65 56	0 32 28 0	
Hard Leather Gauntlets	250	3.5	100	Warrior (default), Depths (1)	17 18 17 17	12 16 13 0	0 14 12 0	
Hard Leather Gauntlets +5	250	3.5			27 28 27 27	19 25 20	0 15 13 0	
Hard Leather Gauntlets +10	250	3.5			41 44 41 41	29 39 32	0 20 17 0	
Hard Leather Boots	250	3.5	100	Warrior (default), Depths (1)	17 18 17 17	12 16 13	0 14 12 0	
Hard Leather Boots +5	250	3.5			27 28 27 27	19 25 20	0 15 13 0	
Hard Leather Boots +10	250	3.5			41 44 41 41	29 39 32	0 20 17 0	

05 Attack Type Defense

06 Sorcery Defense

These values show you how well the armor defends you against the different types of striking damage that can be inflicted. Each piece of armor has their own figures for these values, and they all add up towards your overall defense.

07 Resistances

Armors also help defend you against many different adverse effects, and in some areas of the game, having higher resistance values can be a lot more useful than normal protection.

WEAPONS

DAGGER

Daggers are renowned for their speed and precision, and this trait is carried over perfectly in Dark Souls. Most daggers are capable of both slashing and thrusting attacks, which makes them very versatile and useful against a number of enemies. Their speed means they are excellent at interrupting an opponent's attack for easy critical hits, and once an attack connects, successive strikes are nearly always guaranteed. This is made even more deadly by the fact that Daggers also have an extremely high critical hit damage modifier, which allows them to do more damage with critical hits than many stronger weapons.

The quick strikes and small attack motion also make them perfect weapons to use in confined spaces like narrow tunnels or small buildings. Daggers also have the unique ability of being able to parry when equipped in the left-hand, which allows you to dual wield weapons and still be able to counter enemy attacks.

DAGGER

	Type Slash/Thrust	Weight 0,5	Upgrade 100
	Stability 26	Durability 200	
Acquired from Sorcerer (default), Undead Merchant (male) 300 Souls			

	Attack Values	Parameter Bonus	Damage Reduction	FS
Dagger	56 0 0 0 131	E B - -	45 10 30 30	50
Dagger+5	84 0 0 0 131	E B - -	45 10 30 30	
Dagger+10	112 0 0 0 131	E B - -	45 10 30 30	
Dagger+15	140 0 0 0 131	E B - -	45 10 30 30	
Crystal Dagger	123 0 0 0 131	E B - -	45 10 30 30	1
Crystal Dagger+5	151 0 0 0 131	E B - -	45 10 30 30	
Lightning Dagger	112 0 0 112 131	- - - -	45 10 30 30	500
Lightning Dagger+5	154 0 0 156 131	- - - -	45 10 30 42	
Raw Dagger	96 0 0 0 131	D D - -	45 10 30 30	50
Raw Dagger+5	128 0 0 0 131	D D - -	45 10 30 30	
Magic Dagger	63 69 0 0 131	E E C	45 10 30 30	50
Magic Dagger+5	84 92 0 0 131	E E - -	45 10 30 30	
Magic Dagger+10	105 115 0 0 131	E E - -	45 10 30 30	
Enchanted Dagger	84 90 0 0 131	E E - -	45 10 30 30	50
Enchanted Dagger+5	100 104 0 0 131	E E A -	45 10 30 30	
Divine Dagger	57 69 0 0 131	D E C	45 10 30 30	100
Divine Dagger+5	76 92 0 0 131	D E - C	45 10 30 30	
Divine Dagger+10	95 115 0 0 131	D E - C	45 10 30 30	
Occult Dagger	76 84 0 0 131	E D - B	45 10 30 30	100
Occult Dagger+5	98 105 0 0 131	E D - B	45 10 30 30	
Fire Dagger	84 0 84 0 131	- - - -	45 10 30 30	50
Fire Dagger+5	112 0 112 0 131	- - - -	45 10 31.5 30	
Fire Dagger+10	156 0 156 0 131	- - - -	45 10 33 30	
Chaos Dagger	106 0 106 0 131	- - - -	45 10 30 30	50
Chaos Dagger+5	132 0 132 0 131	- - - -	45 10 33 30	

PARRYING DAGGER

	Type Slash/Thrust	Weight 0,5	Upgrade 100
	Stability 26	Durability 200	
Acquired from Valley of Drakes/New Londo Ruins (1)			

	Attack Values	Parameter Bonus	Damage Reduction	FS
Parrying Dagger	54 0 0 0 131	E B - -	45 10 30 30	50
Parrying Dagger+5	81 0 0 0 131	E B - -	45 10 30 30	
Parrying Dagger+10	108 0 0 0 131	E B - -	45 10 30 30	
Parrying Dagger+15	135 0 0 0 131	E B - -	45 10 30 30	
Crystal Parrying Dagger	118 0 0 0 131	E B - -	45 10 30 30	1
Crystal Parrying Dagger+5	145 0 0 0 131	E B - -	45 10 30 30	
Lightning Parrying Dagger	108 0 0 108 131	- - - -	45 10 30 30	500
Lightning Parrying Dagger+5	148 0 0 151 131	- - - -	45 10 30 42	
Raw Parrying Dagger	93 0 0 0 131	D D - -	45 10 30 30	50
Raw Parrying Dagger+5	124 0 0 0 131	D D - -	45 10 30 30	
Magic Parrying Dagger	61 66 0 0 131	E E C -	45 10 30 30	50
Magic Parrying Dagger+5	82 88 0 0 131	E E C -	45 10 30 30	
Magic Parrying Dagger+10	102 110 0 0 131	E E C -	45 10 30 30	
Enchanted Parrying Dagger	82 86 0 0 131	E E C -	45 10 30 30	50
Enchanted Parrying Dagger+5	98 99 0 0 131	E E A -	45 10 30 30	
Divine Parrying Dagger	54 67 0 0 131	D E - C	45 10 30 30	100
Divine Parrying Dagger+5	72 90 0 0 131	D E - C	45 10 30 30	
Divine Parrying Dagger+10	90 112 0 0 131	D E - C	45 10 30 30	
Occult Parrying Dagger	74 82 0 0 131	E D - B	45 10 30 30	100
Occult Parrying Dagger+5	96 102 0 0 131	E D - B	45 10 30 30	
Fire Parrying Dagger	81 0 81 0 131	- - - -	45 10 30 30	50
Fire Parrying Dagger+5	108 0 108 0 131	- - - -	45 10 31.5 30	
Fire Parrying Dagger+10	151 0 151 0 131	- - - -	45 10 33 30	
Chaos Parrying Dagger	102 0 102 0 131	- - - -	45 10 30 30	50
Chaos Parrying Dagger+5	127 0 127 0 131	- - - -	45 10 33 30	

General Attacks

Attack	Description
Weak Attack	Quick horizontal slash that can combo into others with success inputs
Strong Attack	Slower lunging thrust that can be followed with a slash with an additional input
Roll + Weak Attack	Quick long-range thrust
Roll + Strong Attack	No change
Backstep + Weak Attack	Dashing horizontal slash
Backstep + Strong Attack	No change
Direction + Weak Attack	Kick
Direction + Strong Attack	Long-range jumping attack
Two-Handed Weak Attack	Quick vertical slash, followed by a horizontal slash with an additional input
Two-Handed Strong Attack	Long range thrusting attack

GHOST BLADE

	Type Slash/Thrust	Weight 0,5	Upgrade 2000 + Twinkling Titanite
	Stability 26	Durability 100	
Acquired from Ghost (Female) (B)			

Note Strong Attack is changed to a double horizontal slash that can be followed up by a triple slash with an additional input. Cursed weapon so can deal damage to the Ghosts in New Londo Ruins

	Attack Values	Parameter Bonus	Damage Reduction	FS
Ghost Blade	100 0 0 0 127	E - - -	45 10 30 30	100
Ghost Blade+5	150 0 0 0 127	E - - -	45 10 30 30	

BANDIT'S KNIFE

	Type Slash	Weight 1	Upgrade 100
	Stability 26	Durability 200	
Acquired from Thief (default), Undead Assassin (A)			

Note Strong Attack is changed to a large horizontal slash that can be continued with successive inputs. Bleed build-up is 30 per strike, and once inflicted, does 30% of the enemy's total HP

	Attack Values	Parameter Bonus	Damage Reduction	FS
Bandit's Knife	56 0 0 0 147	E B - -	45 10 30 30	50
Bandit's Knife+5	84 0 0 0 147	E B - -	45 10 30 30	
Bandit's Knife+10	112 0 0 0 147	E B - -	45 10 30 30	
Bandit's Knife+15	140 0 0 0 147	E B - -	45 10 30 30	
Crystal Knife	123 0 0 0 147	E B - -	45 10 30 30	1
Crystal Knife+5	151 0 0 0 147	E B - -	45 10 30 30	
Lightning Knife	112 0 0 112 147	- - - -	45 10 30 30	500
Lightning Knife+5	154 0 0 156 147	- - - -	45 10 30 42	
Raw Knife	96 0 0 0 147	D D - -	45 10 30 30	50
Raw Knife+5	128 0 0 0 147	D D - -	45 10 30 30	
Magic Knife	63 69 0 0 147	E E C -	45 10 30 30	50
Magic Knife+5	84 92 0 0 147	E E C -	45 10 30 30	
Magic Knife+10	105 115 0 0 147	E E C -	45 10 30 30	
Enchanted Knife	84 90 0 0 147	E E C -	45 10 30 30	50
Enchanted Knife+5	100 104 0 0 147	E E A		

STRAIGHT SWORD

Most of the general Straight Sword attacks are like exaggerated versions of Dagger attacks, and that is the best way to think of this weapon. Each swing is just that little bit slower than a Dagger, but as an upside, the attacks all have slightly better range and normal damage. These weapons do not have the high Critical Attack modifier of the Daggers, so while their normal damage output is greater, their critical damage usually works out less. The extra attack range these weapons have do make them better for attacking multiple opponents. If, however, you are having trouble landing critical attacks; the extra normal damage is a welcome upgrade over Daggers.

General Attacks

Attack	Description
Weak Attack	Large horizontal slash that can be continued with successive inputs
Strong Attack	Long range thrusting attack that can be followed up by an upward slash with an additional input
Roll + Weak Attack	Rising slash
Roll + Strong Attack	No change
Backstep + Weak Attack	Dashing horizontal slash
Backstep + Strong Attack	No change
Direction + Weak Attack	Kick
Direction + Strong Attack	Long range jumping thrust attack
Two-Handed Weak Attack	Vertical slash that can be continued with successive inputs
Two-Handed Strong Attack	Advancing horizontal slash that can be continued with successive inputs.

SHORTSWORD

	Type Reg./Thrust	Weight 2	Upgrade 200
	Stability 32	Durability 200	
Acquired from Hunter (default), Undead Merchant (male) 600 Souls, Armored Zombie (Sword) (A)			

	Attack Values	Parameter Bonus	Damage Reduction	FS
Shortsword	78 0 0 0 100	C C - -	50 10 35 35	50
Shortsword+5	117 0 0 0 100	C C - -	50 10 35 35	
Shortsword+10	156 0 0 0 100	C C - -	50 10 35 35	
Shortsword+15	195 0 0 0 100	C C - -	50 10 35 35	
Crystal Shortsword	171 0 0 0 100	C C - -	50 10 35 35	1
Crystal Shortsword+5	210 0 0 0 100	C C - -	50 10 35 35	
Lightning Shortsword	156 0 0 156 100	- - - -	50 10 35 35	500
Lightning Shortsword+5	214 0 0 218 100	- - - -	50 10 35 49	
Raw Shortsword	135 0 0 0 100	D D - -	50 10 35 35	50
Raw Shortsword+5	180 0 0 0 100	D D - -	50 10 35 35	
Magic Shortsword	88 94 0 0 100	E E C -	50 10 35 35	50
Magic Shortsword+5	118 126 0 0 100	E E C -	50 10 35 35	
Magic Shortsword+10	147 157 0 0 100	E E C -	50 10 35 35	
Enchanted Shortsword	118 124 0 0 100	E E C -	50 10 35 35	50
Enchanted Shortsword+5	141 143 0 0 100	E E C -	50 10 35 35	
Divine Shortsword	79 96 0 0 100	D E - C	50 10 35 35	100
Divine Shortsword+5	106 128 0 0 100	D E - C	50 10 35 35	
Divine Shortsword+10	132 160 0 0 100	D E - C	50 10 35 35	
Occult Shortsword	108 118 0 0 100	E D - B	50 10 35 35	100
Occult Shortsword+5	140 147 0 0 100	E D - B	50 10 35 35	
Fire Shortsword	117 0 117 0 100	- - - -	50 10 35 35	50
Fire Shortsword+5	156 0 156 0 100	- - - -	50 10 36.7 35	
Fire Shortsword+10	218 0 218 0 100	- - - -	50 10 38.5 35	
Chaos Shortsword	146 0 146 0 100	- - - -	50 10 35 35	50
Chaos Shortsword+5	182 0 182 0 100	- - - -	50 10 38.5 35	

LONGSWORD

	Type Reg./Thrust	Weight 3	Upgrade 200
	Stability 32	Durability 200	
Acquired from Warrior (default), Andre of Astora 1000 Souls, Undead Soldier (Sword) (A), Undead Soldier (Spear) (A) [Undead Asylum (revisited)]			

	Attack Values	Parameter Bonus	Damage Reduction	FS
Longsword	80 0 0 0 100	C C - -	50 10 35 35	50
Longsword+5	120 0 0 0 100	C C - -	50 10 35 35	
Longsword+10	160 0 0 0 100	C C - -	50 10 35 35	
Longsword+15	200 0 0 0 100	C C - -	50 10 35 35	
Crystal Longsword	176 0 0 0 100	C C - -	50 10 35 35	1
Crystal Longsword+5	216 0 0 0 100	C C - -	50 10 35 35	
Lightning Longsword	160 0 0 160 100	- - - -	50 10 35 35	500
Lightning Longsword+5	200 0 0 224 100	- - - -	50 10 35 49	
Raw Longsword	138 0 0 0 100	D D - -	50 10 35 35	50
Raw Longsword+5	184 0 0 0 100	D D - -	50 10 35 35	
Magic Longsword	90 97 0 0 100	E E C -	50 10 35 35	50
Magic Longsword+5	120 130 0 0 100	E E C -	50 10 35 35	
Magic Longsword+10	150 162 0 0 100	E E C -	50 10 35 35	
Enchanted Longsword	120 128 0 0 100	E E C -	50 10 35 35	50
Enchanted Longsword+5	144 148 0 0 100	E E A -	50 10 35 35	
Divine Longsword	81 99 0 0 100	D E - C	50 10 35 35	100
Divine Longsword+5	108 132 0 0 100	D E - C	50 10 35 35	
Divine Longsword+10	135 165 0 0 100	D E - C	50 10 35 35	
Occult Longsword	110 120 0 0 100	E D - B	50 10 35 35	100
Occult Longsword+5	143 150 0 0 100	E D - B	50 10 35 35	
Fire Longsword	120 0 120 0 100	- - - -	50 10 35 35	50
Fire Longsword+5	160 0 160 0 100	- - - -	50 10 36.7 35	
Fire Longsword+10	224 0 224 0 100	- - - -	50 10 38.5 35	
Chaos Longsword	150 0 150 0 100	- - - -	50 10 35 35	50
Chaos Longsword+5	187 0 187 0 100	- - - -	50 10 38.5 35	

BROADSWORD

	Type Regular	Weight 3	Upgrade 200
	Stability 32	Durability 200	
Acquired from Knight (default), Andre of Astora 1000 Souls			

	Attack Values	Parameter Bonus	Damage Reduction	FS
Broadsword	82 0 0 0 100	C C - -	50 10 35 35	50
Broadsword+5	123 0 0 0 100	C C - -	50 10 35 35	
Broadsword+10	164 0 0 0 100	C C - -	50 10 35 35	
Broadsword+15	205 0 0 0 100	C C - -	50 10 35 35	
Crystal Broadsword	180 0 0 0 100	C C - -	50 10 35 35	1
Crystal Broadsword+5	221 0 0 0 100	C C - -	50 10 35 35	
Lightning Broadsword	164 0 0 164 100	- - - -	50 10 35 35	500
Lightning Broadsword+5	225 0 0 229 100	- - - -	50 10 35 49	
Raw Broadsword	141 0 0 0 100	D D - -	50 10 35 35	50
Raw Broadsword+5	188 0 0 0 100	D D - -	50 10 35 35	
Magic Broadsword	93 100 0 0 100	E E C -	50 10 35 35	50
Magic Broadsword+5	124 134 0 0 100	E E C -	50 10 35 35	
Magic Broadsword+10	155 167 0 0 100	E E C -	50 10 35 35	
Ench. Broadsword	124 132 0 0 100	E E C -	50 10 35 35	50
Ench. Broadsword+5	148 148 0 0 100	E E B -	50 10 35 35	
Div. Broadsword	82 102 0 0 100	D E - C	50 10 35 35	100
Div. Broadsword+5	110 136 0 0 100	D E - C	50 10 35 35	
Div. Broadsword+10	137 170 0 0 100	D E - C	50 10 35 35	
Occ. Broadsword	112 124 0 0 100	E D - B	50 10 35 35	100
Occ. Broadsword+5	145 155 0 0 100	E D - B	50 10 35 35	
Fire Broadsword	120 0 120 0 100	- - - -	50 10 35 35	50
Fire Broadsword+5	160 0 160 0 100	- - - -	50 10 36.7 35	
Fire Broadsword+10	224 0 224 0 100	- - - -	50 10 38.5 35	
Chaos Broadsword	150 0 150 0 100	- - - -	50 10 35 35	50
Chaos Broadsword+5	187 0 187 0 100	- - - -	50 10 38.5 35	

BROKEN STRAIGHT SWORD

	Type Reg./Thrust	Weight 2	Upgrade 100

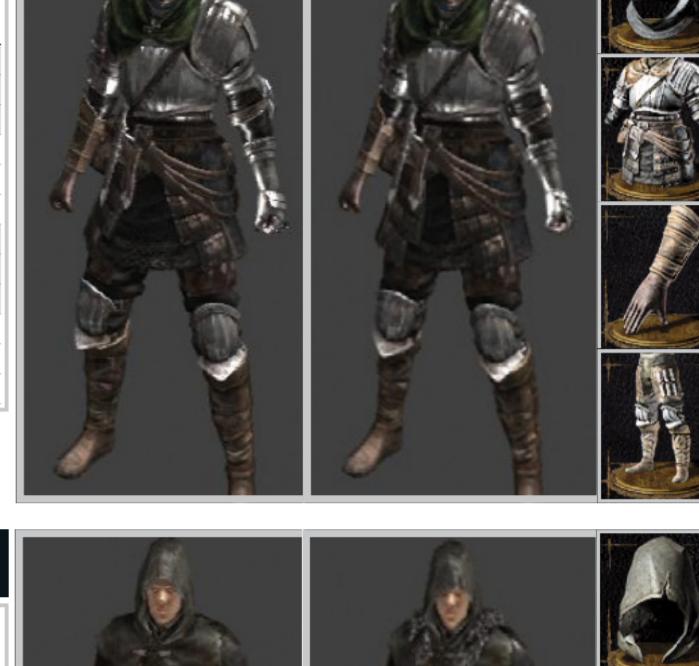
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ARMOR

WARRIOR SET											
Armor	Durability	Weight	Frampt Souls	Acquired from							
Standard Helm	250	3,5	100	Warrior (default), Depths (1)	14	8	16	14	8	8	3
Standard Helm +5	250	3,5			22	12	25	22	13	13	5
Standard Helm +10	250	3,5			34	19	39	34	19	19	7
Hard Leather Armor	250	5,9	100	Warrior (default), Depths (1)	28	30	28	28	20	27	23
Hard Leather Armor +5	250	5,9			44	46	44	44	31	42	36
Hard Leather Armor +10	250	5,9			68	72	68	68	48	65	56
Hard Leather Gauntlets	250	3,5	100	Warrior (default), Depths (1)	17	18	17	17	12	16	13
Hard Leather Gauntlets +5	250	3,5			27	28	27	27	19	25	20
Hard Leather Gauntlets +10	250	3,5			41	44	41	41	29	39	32
Hard Leather Boots	250	3,5	100	Warrior (default), Depths (1)	17	18	17	17	12	16	13
Hard Leather Boots +5	250	3,5			27	28	27	27	19	25	20
Hard Leather Boots +10	250	3,5			41	44	41	41	29	39	32

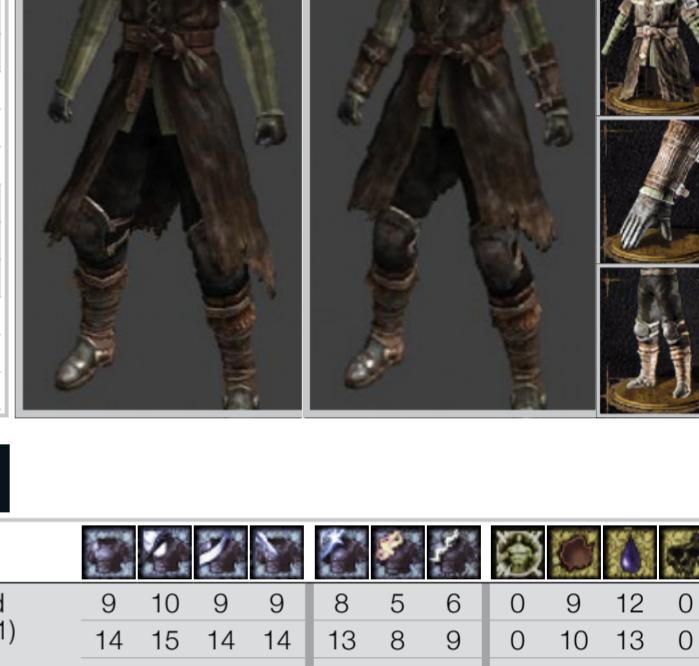
KNIGHT SET

Armor	Durability	Weight	Frampt Souls	Acquired from							
Knight Helm	400	4,2	100	Knight (default), Darkroot Garden/Basin (1)	14	13	16	14	8	9	5
Knight Helm +5	400	4,2			22	21	25	21	13	14	8
Knight Helm +10	400	4,2			34	32	39	33	20	22	12
Knight Armor	400	10,9	100	Knight (default), Darkroot Garden/Basin (1)	37	35	43	36	22	25	13
Knight Armor +5	400	10,9			58	55	67	57	34	39	20
Knight Armor +10	400	10,9			90	85	104	88	53	61	32
Knight Gauntlets	400	3,5	100	Knight (default), Darkroot Garden/Basin (1)	12	11	14	12	7	8	4
Knight Gauntlets +5	400	3,5			19	18	22	18	11	13	6
Knight Gauntlets +10	400	3,5			29	28	34	29	17	19	10
Knight Leggings	400	6,4	100	Knight (default), Darkroot Garden/Basin (1)	22	21	26	22	13	14	9
Knight Leggings +5	400	6,4			34	33	40	34	20	22	13
Knight Leggings +10	400	6,4			53	51	62	52	32	34	19



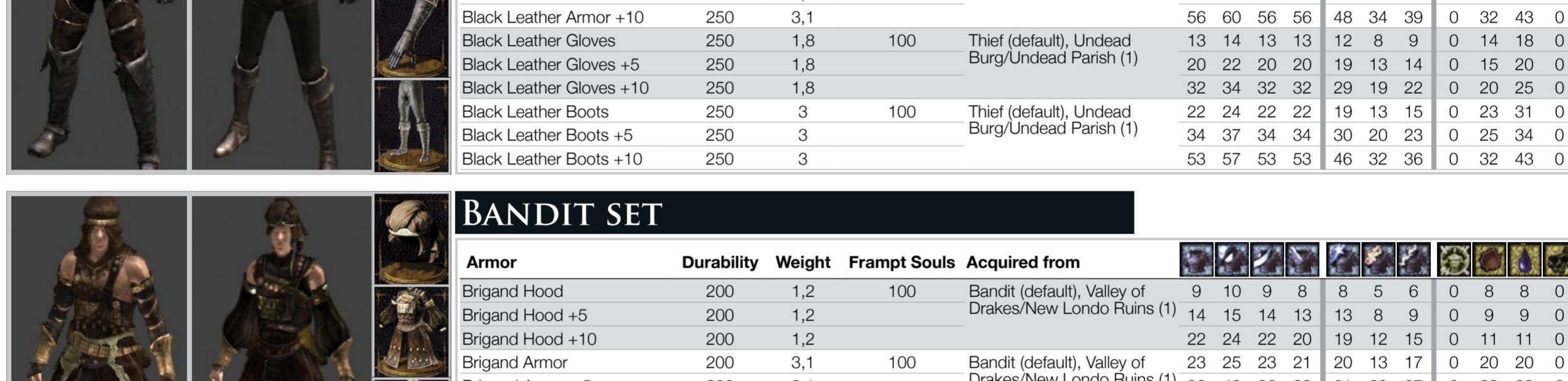
WANDERER SET

Armor	Durability	Weight	Frampt Souls	Acquired from							
Wanderer Hood	400	1,4	100	Wanderer (default), Blight-town/Quelaag's Domain (1)	9	10	10	9	8	10	9
Wanderer Hood +5	400	1,4			14	15	15	14	13	16	14
Wanderer Hood +10	400	1,4			22	23	23	22	19	24	22
Wanderer Coat	400	3,5	100	Wanderer (default), Blight-town/Quelaag's Domain (1)	23	25	25	23	21	26	23
Wanderer Coat +5	400	3,5			36	38	38	36	33	41	36
Wanderer Coat +10	400	3,5			56	60	60	56	51	63	56
Wanderer Manchette	400	2,1	100	Wanderer (default), Blight-town/Quelaag's Domain (1)	14	15	15	14	12	15	13
Wanderer Manchette +5	400	2,1			22	23	23	22	19	23	20
Wanderer Manchette +10	400	2,1			34	36	36	34	29	36	32
Wanderer Boots	400	2,1	100	Wanderer (default), Blight-town/Quelaag's Domain (1)	14	15	15	14	12	15	13
Wanderer Boots +5	400	2,1			22	23	23	22	19	23	20
Wanderer Boots +10	400	2,1			34	36	36	34	29	36	32



THIEF SET

Armor	Durability	Weight	Frampt Souls	Acquired from							
Thief Mask	250	1,2	100	Thief (default), Undead Burg/Undead Parish (1)	9	10	9	9	8	5	6
Thief Mask +5	250	1,2			14	15	14	14	13	8	9
Thief Mask +10	250	1,2			22	25	25	23	21	19	12
Black Leather Armor	250	3,1	100	Thief (default), Undead Burg/Undead Parish (1)	23	25	23	23	20	14	16
Black Leather Armor +5	250	3,1			36	38	36	36	31	22	25
Black Leather Armor +10	250	3,1			56	60	56	56	48	34	39
Black Leather Gloves	250	1,8	100	Thief (default), Undead Burg/Undead Parish (1)	13	14	13	13	12	8	9
Black Leather Gloves +5	250	1,8			20	22	20	20	19	13	14
Black Leather Gloves +10	250	1,8			32	34	32	32	29	19	22
Black Leather Boots	250	3	100	Thief (default), Undead Burg/Undead Parish (1)	22	24	22	22	19	13	15
Black Leather Boots +5	250	3			34	37	34	34	30	20	23
Black Leather Boots +10	250	3			53	57	53	53	46	32	36



BANDIT SET

Armor	Durability	Weight	Frampt Souls	Acquired from							
Brigand Hood	200	1,2	100	Bandit (default), Valley of Drakes/New Londo Ruins (1)	9	10	9	8	8	5	6
Brigand Hood +5	200	1,2			14	15	14	14	13	8	9
Brigand Hood +10	200	1,2			22	24	22	20	19	12	15
Brigand Armor	200	3,1	100	Bandit (default), Valley of Drakes/New Londo Ruins (1)	23	25	23	23	20	13	17
Brigand Armor +5	200	3,1			36	40	36	32	31	20	27
Brigand Armor +10	200	3,1			61	66	56	50	48	32	41
Brigand Gauntlets	200	1,8	100	Bandit (default), Valley of Drakes/New Londo Ruins (1)	14	15	14	13	12	8	10
Brigand Gauntlets +5	200	1,8			22	24	22	20	19	13	16
Brigand Gauntlets +10	200	1,8			34	37	34	31	29	19	24
Brigand Trousers	200	1,8	100	Bandit (default), Valley of Drakes/New Londo Ruins (1)	14						



CHAPTER 06

EXTRAS

Dark Souls is filled to bursting with optional content that only the most dedicated players will ever get to see all of. We've explored the game's depths and charted the courses of its many NPCs, and in this chapter we'll make these hidden events accessible to everyone. You'll also find a full guide to unlocking every Achievement/Trophy, as well as details on the game's rare enemies and New Game+ mode, ensuring that the game's darkest corners are all exposed.



EVENT & QUEST CHARACTERS

The NPCs listed in this section are NPCs that are either needed to advance the story, or have complicated paths through the story that you'll need to pay special attention to if you mean to see the ultimate ending to their path. These characters don't have a shop and will not sell items. However, if you complete their special events, then they will often reward you with special, and sometimes rare, event items. Seeing some of these characters through their entire path to their ultimate endings can certainly be challenging, but it also rewarding.



CRESTFALLEN WARRIOR

When you arrive in Firelink Shrine, you'll see this NPC sitting on a rock near the Bonfire. Talk to him often to get clues about what to do next, or to learn interesting tid-bits about other NPCs in the game. After you ring the second Bell of Awakening, and Kingseeker Frampt shows up, this NPC will have one more thing to say, and then will leave Firelink after you do. Make sure to talk to him until he begins repeating himself, or he won't go to New Londo Ruins and become Hollow.

When he leaves, he will go down to the New Londo Ruins and become a Hollow. You can fight him there by taking the path from Firelink down to the New Londo Ruins, and he'll appear in the area just before the bridges that cross the water. Since he appears before the bridges, you can fight him far and away from the ghosts that appear on the opposite side which makes things a bit easier. [→□ 01]



Souls
1000



Event Items	Condition To Receive		
None	-		
Area	HP	Drop Items	Condition To Appear
Firelink Shrine	793	-	None.
New Londo Ruins*	793	-	Complete Quelaag's Domain and ring the second bell, and then enter Firelink Shrine once, then leave.

*As a Hollow





SOLAIRE OF ASTORA

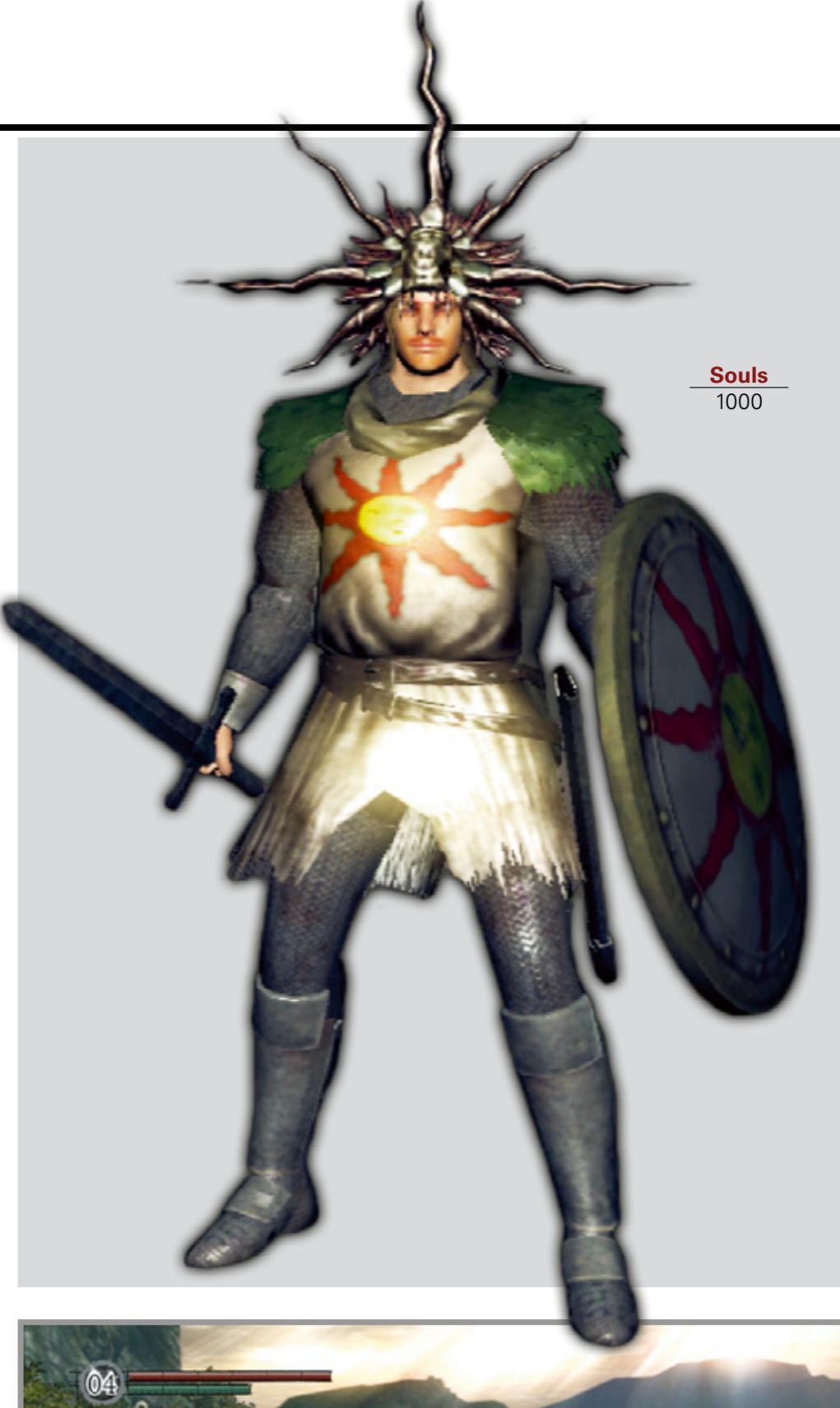
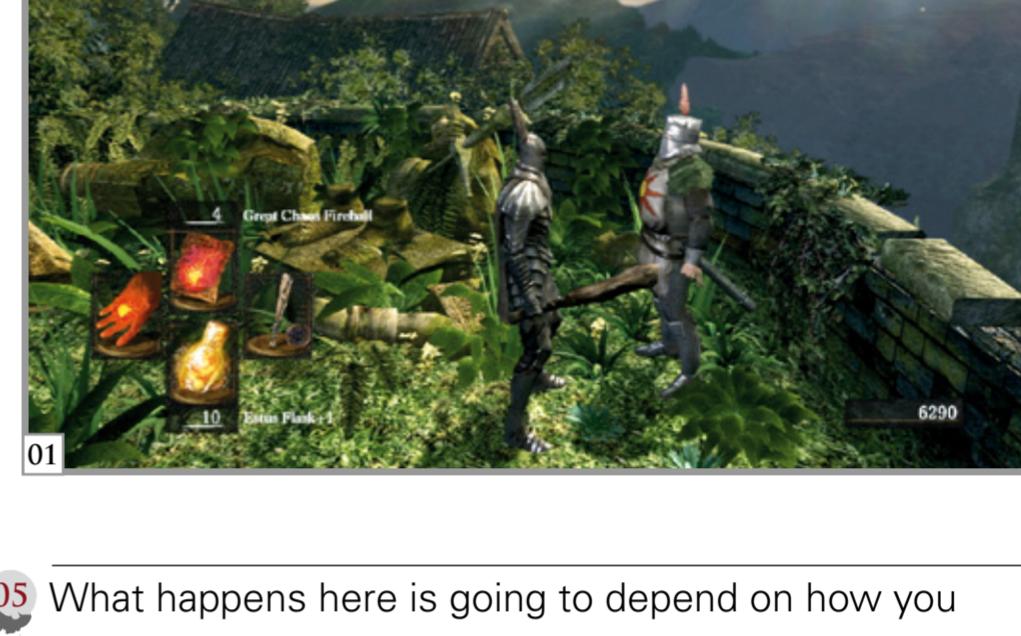
Solaire is a Knight of the Sun. You'll be able to Summon him to help you with Boss Fights in several parts of the game. If he lives through the Boss Fight with you, then he'll give you a Sunlight Medal, but if he dies during the fight, then you don't get the medal.

His path through the game is rather complex, and in order to get everything out of him, and have him fight with you in the last battle of the game, you'll need to be persistent and careful so that you interact with him at every opportunity. If you miss a chance to interact with him, then you'll break his path through the game and he won't show up later after the point at which you missed him.

Events

Summonings

Area	Boss Fight	Condition
Undead Parish	Bell Gargoyles	None.
The Depths	Gaping Dragon	None.
Anor Londo	Dragon Slayer Ornstein & Executioner Smough	None.
Demon Ruins	Centipede Demon	Speak with him at the Sunlight Altar.
Kiln of the First Flame	Gwyn, Lord of Cinder	Save him in Lost Izalith.

Souls
1000

01 You'll first encounter Solaire in the Undead Burg. He is in the area at the opposite end of the bridge on which the Red Dragon is perched. Talk to him at the bridge and accept his offer in order to get a White Sign Soapstone for MP play.

02 After speaking to him in the Undead Burg, you'll next be able to encounter him in Anor Londo. Once there, talk to him at the Bonfire located in the main building that Gwynevere is located in. You'll find him next to the Bonfire on the first floor.

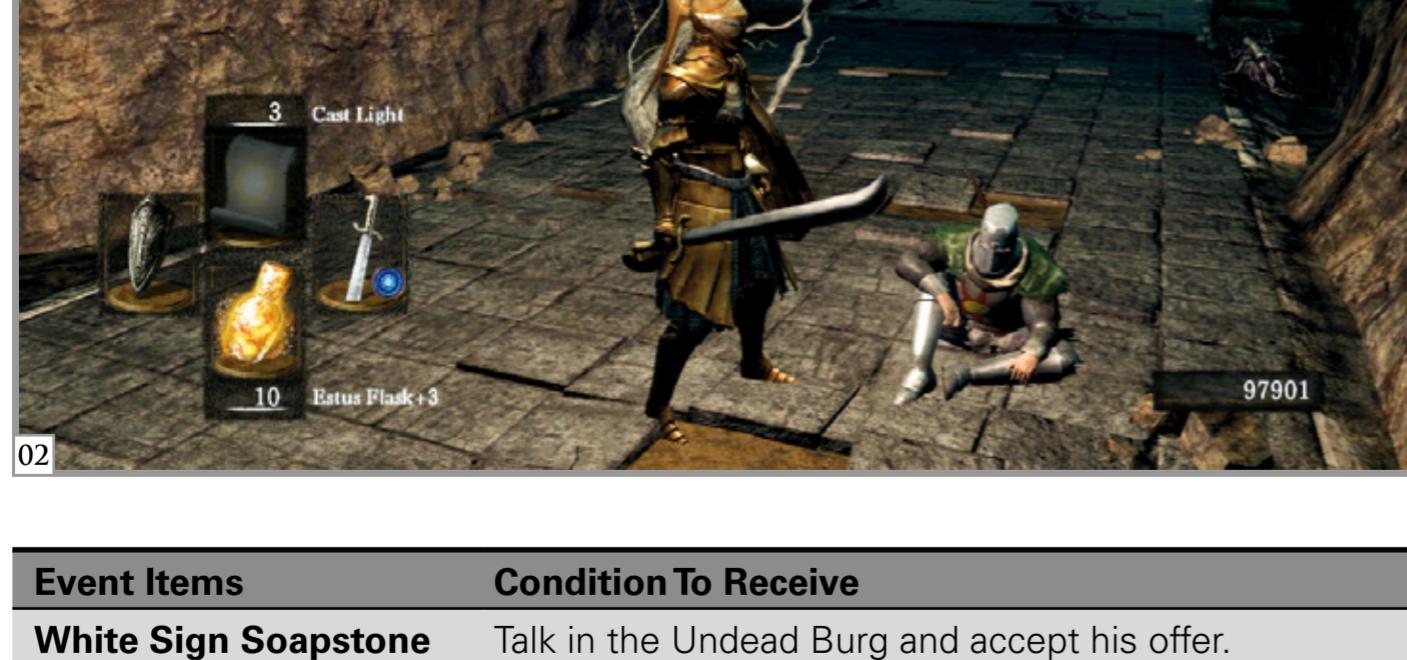
03 This one is optional and won't break his path through the game, but it does affect whether or not he'll be available for the Demon Ruins Boss fight. After leaving Anor Londo, go to the Sunlight Altar, and speak with him there. The Sunlight Altar is located to the right of the Bonfire in the Undead Burg near where you first met Solaire. It's the Bonfire in the small room behind where the Hellkite Dragon was perched. The altar itself is in the area to the right of the Bonfire where the broken statue is located. Go to that area and speak with Solaire. [→□ 01]

If your Faith is at level 50, then he'll offer to let you join the Covenant: Warrior of Sunlight. Alternatively, if the value of your Faith + (5 x number of times a Client in MP play) = 50, then he'll offer you the covenant. This means that if you play offline only, you'll need a value of 50 for Faith to open the covenant. If you play online, then the number of times you were the client x 5 + your Faith value need to be 50.

For example, let's say your Faith = 12 and you were a Client in MP 8 times. That gives you $12 + [5 \times 8] = 12 + 40 = 52$. The total value is 52 which is greater than 50 and is enough to unlock the Covenant. If you don't have these stat values after leaving Anor Londo, you can still open the Covenant: Warrior of Sunlight later in the game.

Note: You do not need to open or join the Covenant at this time. You only need to speak with Solaire here in order for him to be available for the Demon Ruins Centipede Demon fight.

04 In Demon Ruins, after the Centipede Boss fight, you'll find Solaire sitting on the ground in the next area just past where the Boss fight took place. He'll be off to the left of the Bonfire. Talk to him there to progress with his path.



Event Items **Condition To Receive**

White Sign Soapstone Talk in the Undead Burg and accept his offer.

Sunlight Medal He lives through a Boss Fight you summoned him for.

Area	HP	Drop Items	Condition To Appear
Undead Burg	698		None.
Anor Londo	908		Talk to him in the Undead Burg.
Sunlight Altar	908	Iron Helm, Armor of the Sun, Iron Bracelet, Iron Leggings, Sunlight Straight Sword, Sunlight Shield, Sunlight Talisman, Humanity (x2), White Sign Soapstone*	Talk to him in Anor Londo (optional).
Demon Ruins	938		Talk to him in Anor Londo.
Lost Izalith	938		Talk to him in Demon Ruins.

*Can be gotten as an Event Item through talking.

However, if you instead take the shortcut from Demon Ruins into Lost Izalith then you'll encounter nine Chaos Bugs in the corridor on your way to Lost Izalith. You must kill all nine of them. Do not leave a single one alive, and do not cross into Lost Izalith so that that area loads before you have killed all nine of them. If one is alive and you enter Lost Izalith, then Solaire will be attacked by one and turned Hollow - so kill them all. If you miss one, then when you come back to the shortcut corridor, you'll find Solaire with one of the bugs attached to his head, and you must kill him.

If you kill all nine of them, then return Lost Izalith before returning to the start of the shortcut area you'll find Solaire sitting on the ground just outside the door that you opened with the Daughter of Chaos's Covenant. He'll be depressed, but by talking to him here, you will trigger his final Summon Sign at the end of the game just before the final Boss fight. To find it, as soon as you get off the narrow bridge and arrive at the final spiral staircase, look left to see his Summon Sign.

You'll find the shortcut to Lost Izalith in Demon Ruins just outside the room where you fought the Boss Firesage Demon. As you face that room, look to the right, and you'll see a hole in the wall. Use the tree roots to reach the ground floor and then go to the end of the long hall where you'll find a locked door. The way to unlock that door is to join the Covenant of the Daughter of Chaos, and then level that Covenant to +2 status. That will require 30 Humanity to raise the covenant that high. After you raise the Covenant to +2, then you can touch the locked door and it will open. Now proceed forward and kill the nine Chaos Bugs ahead. [→□ 02]

KNIGHT LAUTREC OF CARIM

Events

01 When you're in the Undead Parish, you can find this NPC locked up in a prison cell. To find him, you'll need to go upstairs in the parish to where the pack of Undead and the Channeler are located. After clearing the room of the enemy, look to the right side of the room to find a set of stairs leading further up. Go up those stairs to the next area and then break through the cracked wall there. Once you do, enter the newly opened area and take the stairs to the top to find the jail cell that holds Lautrec. It requires the Mystery Key to open, and that can be found in the Undead Burg on a corpse. Use the key to open the cell and free him. [→□ 01]

If you do not free him, he will find his own way out after you leave the Undead Parish. Either way, he will appear in Firelink Shrine after you beat the Undead Parish Boss thus finishing the area. Once you have finished Undead Parish, go back to Firelink Shrine and you'll find Lautrec sitting on the ground off to the right and in front of Anastacia's cave. If you freed him, then talk to him there to get your reward, a Sunlight Medal.

Lautrec will stay in Firelink until you enter The Depths. Once you do, he'll kill Anastacia and then disappear. However, that is not the end. When you come back from The Depths, check Anastacia's cave to find her dead body and some drop items. Amongst the items is a Black Eye Orb which you can use to find Lautrec again, and reclaim Anastacia's stolen soul.

02 While Lautrec is in Firelink, you can get some more dialogue out of him, but you'll have to go through a series of steps, and pay him some souls. Doing this is optional, but it does give you a bit more insight into the character of Petrus of Thorolund. Again, this is entirely optional and doesn't impact gameplay, but it is interesting and sheds some light on things.



03 When you reach Anor Londo, make your way through the area to the Boss fight with Ornstein and Smough. In the large room just outside the room where that fight takes place, the Black Eye Orb will begin to vibrate. That is your hint on how to find Lautrec. Once you have cleared that room of the enemy so that it is safe, use the Black Eye Orb to invade Lautrec's realm. [→□ 02]

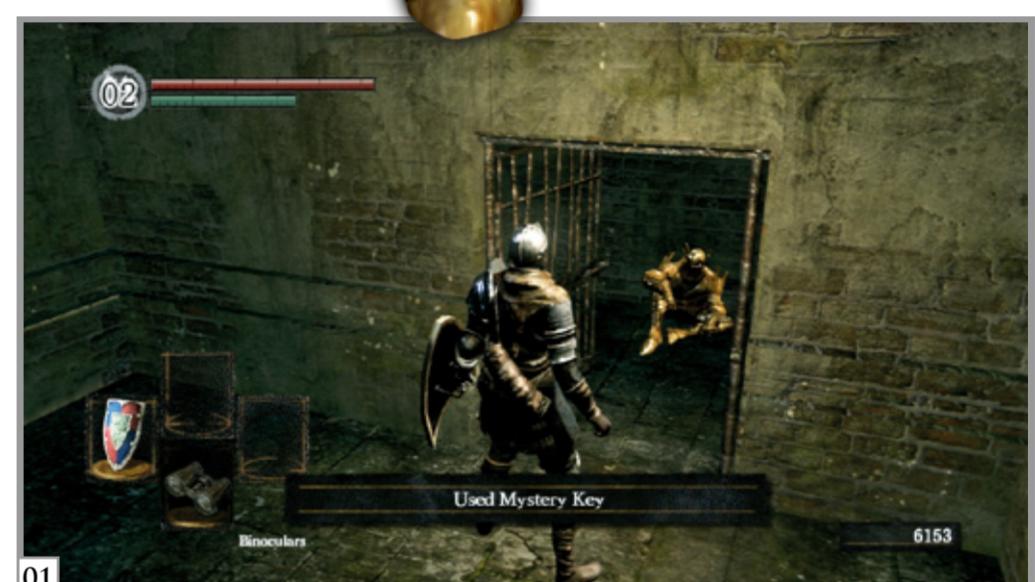
Event Items	Condition To Receive
Sunlight Medal	Free him in the Undead Parish, then speak to him in Firelink Shrine.
Helm of Favor, Armor of Favor's Embrace, Gauntlets of Favor, Leggings of Favor	Invoke Lautrec's world in Anor Londo using the Black Eye Orb. Defeat him, and find this armor on a corpse on the balcony outside the Chamber of the Princess in Anor Londo.

Area	HP	Drop Items	Condition To Appear
Undead Parish	862	Ring of Favor and Humanity, Humanity (x5), Crest Shield*, Souvenir of Reparation*, Fire Keeper's Soul*	He's locked in a cell.
Firelink Shrine	862		None.
Anor Londo	985		Use the Black Eye Orb dropped by Anastacia.

*In Anor Londo only



Souls



Obtaining Lautrec's Information

When Rhea, Vince, and Nico show up near Petrus, talk to them all until they begin repeating themselves meaning you have exhausted all unique dialogue.

Leave Firelink Shrine and go to another area like the Undead Burg. Kill an enemy there and then return to Firelink Shrine to find Rhea, Vince, and Nico are gone.

Talk to Petrus and he'll tell you that Rhea has left the area.

Talk to Lautrec and pay him the requested amount of souls. The number of souls he asks for is based on your level, so do this early to make it cheaper. He'll talk about Rhea.

Talk to Petrus again to learn of his secret plan for Rhea.

Lautrec's Comrades

HP	Drop Items
Sorcerer: 719	Tin Banishment Catalyst*
Knight: 821	None

*Rare Drop.

When you do, you'll face Lautrec and two of his comrades in a fierce battle. All you need do is defeat Lautrec himself to win, but if you kill his Sorcerer comrade there is a chance he will drop a Catalyst weapon. After you have killed Lautrec, return to Firelink Shrine and again visit Anastacia's cave to return her soul which will bring her back to life and re-enable the Bonfire of Firelink Shrine.



VINCE & NICO OF THOROLUND

Vince and Nico are the Cleric Guards of Rhea of Thorolund. They will appear with Rhea in Petrus' area of Firelink Shrine after you complete the Undead Parish. You can talk to them in Firelink Shrine, but that is all. Rhea, Nico, and Vince will leave Firelink and go to the Tomb of the Giants if you exhaust all the unique dialogue of Rhea, Petrus, Nico, and Vince in Firelink and then leave the area. If you don't exhaust all the unique dialogue, then they will stay in Firelink until you beat the Boss Pinwheel in the Tomb of the Giants. [→□ 01]

Once they enter the Tomb of the Giants, you can find Rhea in the pit that Patches pushes you into. Talk to her, and she'll tell you that Vince and Nico have gone Hollow. Walk a short distance away from her, and you'll confront them both in a fierce battle. After you kill them, return to Rhea and speak with her once more to gain a Miracle.

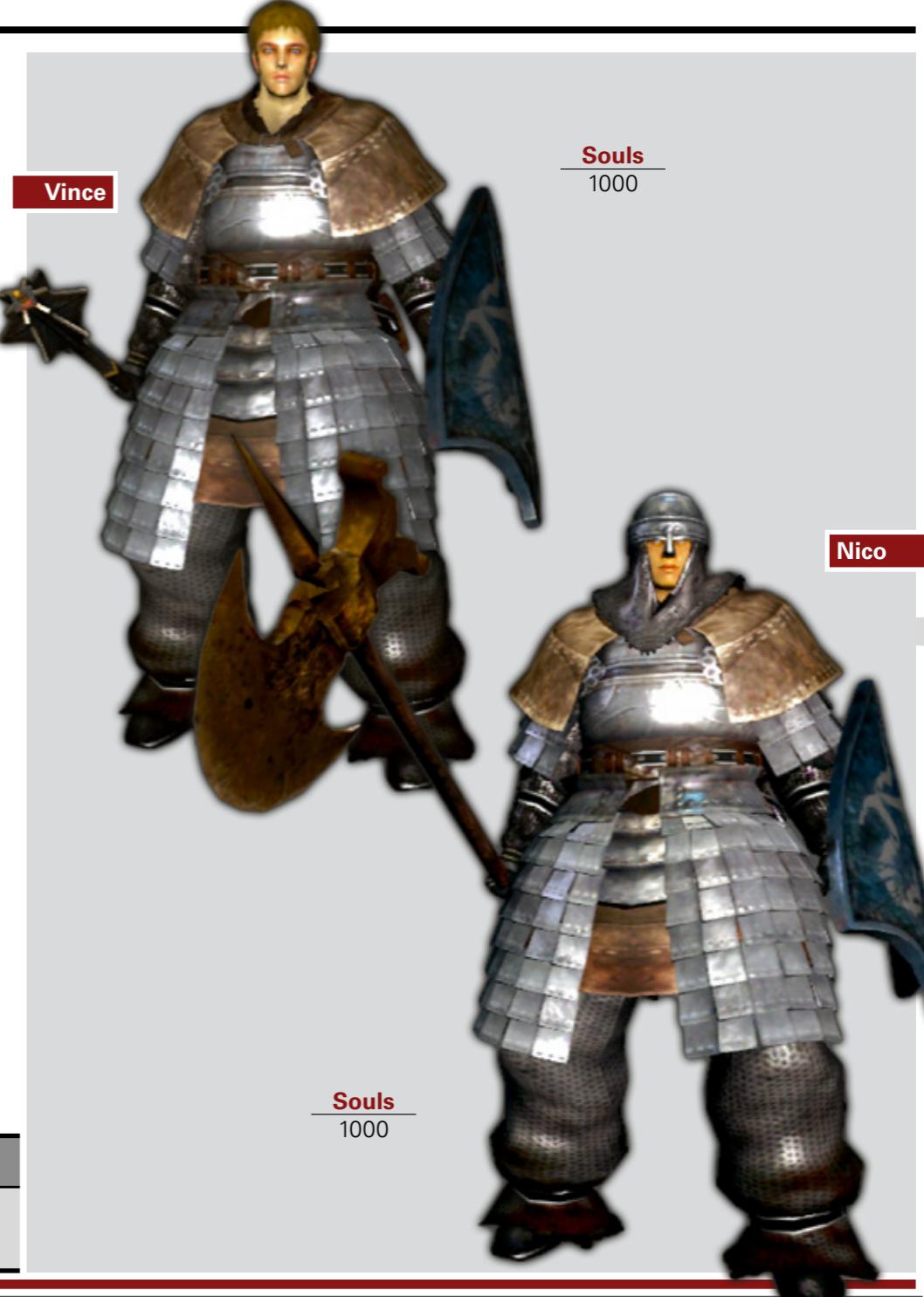


Event Items	Condition To Receive
Miracle: Replenishment	Talk to Rhea in the Tomb of the Giants. Defeat Vince & Nico, then talk to Rhea again.

Vince	Area	HP	Drop Items	Condition To Appear
	Firelink Shrine	638	-	Complete Undead Parish.
	Tomb of the Giants*	821	-	Exhaust all unique dialogue in Firelink, and then leave Firelink. Or, enter the Catacombs and beat the Boss Pinwheel.

Nico	Area	HP	Drop Items	Condition To Appear
	Firelink Shrine	682	-	Complete Undead Parish.
	Tomb of the Giants*	970	-	Exhaust all unique dialogue in Firelink, and then leave Firelink. Or, enter the Catacombs and beat the Boss Pinwheel.

*As a Hollow.



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DARK SOULS –The Official Mini-Guide

produced and published by Future Press
in North America and Europe.

FUTURE PRESS

Verlag und Marketing GmbH
Barmbeker Straße 5a
22303 Hamburg, Germany
www.future-press.com

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Very Special Thanks to

the entire team at NAMCO BANDAI Games
and FromSoftware for their kind support.

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