


Anor Londo

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Anor Londo () is a Location in Dark Souls. It is accessible after Sen's Fortress, and unlocks the Painted World of Ariamis if the player has the Peculiar Doll in their possession.

Information

Anor Londo is a pivotal mid-game area in *Dark Souls*. Known for its grandeur, it serves as the seat of the gods and the location of the infamous boss fight against **Ornstein and Smough**. This area features challenging enemies, intricate shortcuts, and significant lore-related events. Access to Anor Londo is granted after defeating the boss of Sen's Fortress and being carried by the **Batwing Demons**.

Area Bosses

Mandatory

Ornstein and Smough

- **Location:** Grand Cathedral.
- **Drops:**
 - **Soul of Ornstein** (if Smough is killed second).
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- **Strategy:**
 - Use pillars to separate the bosses.
 - Defeat Ornstein first for a more manageable Smough.
 - Avoid Smough's AoE attacks when enhanced.

Optional

Dark Sun Gwyndolin

- **Location:** Darkmoon Tomb.
- **Drops:**
 - **Soul of Gwyndolin**.
 - Unlocks **Miracle: Sunlight Blade**.
- **Strategy:**
 - Use obstacles to block ranged attacks.
 - Dash forward to close the gap and attack during spell cooldowns.

Enemies

Batwing Demons:

- Weak to ranged attacks and poison.
- Vulnerable to falling off ledges due to narrow platforms.

Silver Knights:

- Found throughout the castle.
- Use parries and backstabs for efficient takedowns.
- Guard the Greatbow archers.

Giant Sentinels:

- Found at the main gates and in the cathedral.
- Use hit-and-run tactics and avoid their wide AoE attacks.

Mimics:

- Attack treasure chests to confirm identity or use **Lloyd's Talismans** to retrieve items safely.
- Drops:
 - **Symbol of Avarice** (rare drop).
 - Various loot, including **Gold Coins** and **Silver Coins**.

Painting Guardians:

- Agile foes found in the rafters.
- Use ranged attacks to lure them out one by one.

Merchants

Giant Blacksmith

- **Location:** Inside the cathedral near the main hall.
- **Services:**
 - Weapon ascension for boss weapons.
 - Sells:
 - **Twinkling Titanite**
 - **Giant's Halberd**
 - Greatbows and Greatarrows.

Items

Key Items

- **Lordvessel:**
 - Received from Gwynevere after defeating Ornstein and Smough.
 - Allows fast travel between bonfires.
- **Darkmoon Seance Ring:**
 - Found in the Catacombs.
 - Grants access to Gwyndolin's tomb.

Rings

- **Hawk Ring:**
 - Found in a chest behind the Giant Blacksmith.
 - Increases the range of bows.
- **Sunlight Blade Ring:**
 - Found near the Darkmoon Tomb.

Armor

- **Black Iron Set:**
 - Found near the Painted World entrance.
- **Silver Knight Set:**
 - Found in treasure chests guarded by Silver Knights.
- **Havel's Set:**
 - Hidden in a secret room behind a fireplace.

Weapons

- **Dragon Slayer Greatbow:**
 - Found on the castle's outer walls.
- **Crystal Halberd:**
 - Dropped by a Mimic near the first bonfire.

Miscellaneous

- **Demon Titanite:**
 - Found in treasure chests or dropped by Titanite Demons.
- **Coins (Gold, Silver, Bronze):**
 - Dropped by Mimics and used to trade with Kingseeker Frampt.

Walkthrough

Arrival

1. Speak to the Batwing Demon to leave Anor Londo or explore further.
2. Access the first bonfire guarded by the Firekeeper. Strengthen Estus Flasks here.

Cathedral and Ornstein/Smough

1. Traverse the rooftops and deal with the Painting Guardians.
2. Open the bridge shortcut to the Grand Cathedral.
3. Defeat Ornstein and Smough to progress to Gwynevere's chamber.

Painted World of Ariamis Access

1. Bring the **Strange Doll** from the Asylum to the Painted World entrance.
2. Beware of the Painting Guardians in this area.

Darkmoon Tomb

1. Equip the **Darkmoon Seance Ring** to open Gwyndolin's tomb.
2. Choose to either fight Gwyndolin or join the covenant.

Covenants

Princess Guard

- **Leader:** Gwynevere, Princess of Sunlight.
- **Location:** Gwynevere's chamber after defeating Ornstein and Smough.
- **How to Join:**
 - Kneel before Gwynevere to pledge allegiance.
- **Benefits:**
 - Gain access to healing miracles: **Soothing Sunlight** and **Bountiful Sunlight**.
- **Notes:**
 - Killing Gwynevere ends the covenant and permanently alters Anor Londo.

Blades of the Darkmoon

- **Leader:** Gwyndolin, the Dark Sun.
- **Location:** Behind the illusory statue near the Darkmoon Tomb bonfire.
- **How to Join:**
 - Equip the **Darkmoon Seance Ring** and kneel at the altar.
- **Benefits:**
 - Access to the miracle **Darkmoon Blade**.
 - Invade and punish the guilty.

Shortcuts

Cathedral Bridge:

- Operated via lever to provide direct access to the Grand Cathedral.

Golden Gate:

- Opens after defeating Ornstein and Smough, granting access to Gwynevere.

Soul Farming

- **Silver Knights:**
 - Found in the hallways leading to the Grand Cathedral.
 - Provide substantial Souls and can be farmed efficiently with sufficient levels.
- **Painting Guardians:**
 - Easy to farm due to their low health and frequent spawns.

Notes

- Killing Gwynevere triggers permanent nighttime in Anor Londo, altering enemy placements and removing several NPCs.
- The **Giant Blacksmith** remains unaffected by these changes.

Trivia

- The **Batwing Demons** carry players to Anor Londo, symbolizing the transition to the gods' domain.
- Gwyndolin is the only remaining deity in Anor Londo after Gwynevere's departure.

Revision #7

Created 19 November 2024 04:05:58 by jade

Updated 20 November 2024 02:47:41 by jade