

Darkroot Garden

 Darkroot Garden () is a Location in Dark Souls. It is reached after location, and before location.

Information

The **Darkroot Garden** is a dense forest located past the Undead Parish. This area is home to formidable enemies, key bosses like **Moonlight Butterfly** and **Great Grey Wolf Sif**, and significant NPCs such as **Alvina the Cat** and **Shiva of the East**. It also contains the **Covenant of Forest Hunters** and leads to the **Darkroot Basin**. Exploration requires caution, as the area includes hidden paths, ambushes, and environmental hazards.

Area Bosses

Moonlight Butterfly

- **Location:** Stone bridge in the Darkroot Garden.
- **Drops:**
 - **10,000 Souls**
 - **Watchtower Basement Key**
 - **Divine Ember**
- **Strategy:**
 - Use ranged attacks or summon **Beatrice the Witch**.
 - Avoid or block its magic projectiles.
 - Attack when it lands on the bridge to recharge its energy.

Great Grey Wolf Sif

- **Location:** Behind the large glowing door in the Darkroot Garden.
- **Drops:**
 - **Soul of Sif**
 - **Covenant of Artorias** (ring)
- **Strategy:**
 - Stay under its belly to avoid most attacks.
 - Use fire-based attacks for increased damage.

Enemies

Tree Spirits

- **Appearance:** Resemble trees and ambush the player.
- **Drops:**
 - Moss Clumps (Green, Purple, or Blooming)
- **Strategy:**
 - Strike preemptively when spotted in their dormant state. Weak to Pyromancies.

Great Stone Knights

- **Appearance:** Large, armored knights that use powerful melee and magic attacks.
- **Drops:**
 - 600 Runes
 - Stone Greatsword (2%)
 - Stone Armor Set (2%)
- **Strategy:**
 - Use ranged attacks or dodge their slow swings.
 - Avoid their AoE spells.

Forest Hunter NPCs

- Includes warriors like:
 - **Pharis:** Drops Twin Humanities, **Pharis's Black Bow** and **Pharis's Hat**.
 - **Clerics:** Use healing miracles.
 - **Rogues:** Attempt backstabs.
- **Strategy:**
 - Lure one at a time to avoid being overwhelmed. There is also a rune farming method that can be used to lure them into running off a cliff and instantly dying, enabling the player to farm 1000-5000 souls per enemy.

Giant Cats

- **Location:** Found near the bridge in the Basin.
- **Strategy:**
 - Avoid their spinning roll attack by staying near narrow passages.

Mushroom People

- **Appearance:** Small and large humanoid mushrooms.
- **Drops:**
 - Gold Pine Resin
 - Magic Ember (from the chest near their location)
- **Strategy:**
 - Large Mushrooms hit hard; stay at range.

NPCs

Alvina the Cat

- Found in the stone building near the Forest Hunter area.
- Grants access to the Forest Hunter covenant.

Shiva of the East

- Appears after joining the Forest Hunters.
- Moves to Blighttown later in the game.
- Drops:
 - **Murakumo** (if killed)

Witch Beatrice

- Summon sign is located beneath the staircase before the Moonlight Butterfly boss fog.
- Assists with magic attacks.

Items

Key Items

- **Seal of Artorias:**
 - Sold by Andre for 20,000 Souls to open the Seal in the Darkroot Garden.

Armor

- **Stone Armor Set:**
 - Found near the entrance to Sif's area.

Rings

- **Wolf Ring:**
 - Found past a hidden path near the Moonlight Butterfly route.
 - Increases Poise by 40.

Weapons

- **Pharis's Black Bow:**
 - Dropped by Pharis in the Forest Hunter area.

Upgrades

- **Divine Ember:**
 - Found after defeating the Moonlight Butterfly.

Walkthrough

From Undead Parish

1. Exit through Andre's smithy.
2. Bypass or kill the **Titanite Demon**.
3. Navigate the forest path and defeat the **Tree Spirits**.
4. Unlock the **Seal of Artorias** door using **20,000 Souls** from Andre.
5. Use the hidden bonfire near the door to rest.

To Moonlight Butterfly

1. Take the side path past the Seal of Artorias.
2. Summon **Beatrice** for assistance.
3. Fight the **Moonlight Butterfly** on the bridge.
4. Collect the **Divine Ember** and **Watchtower Basement Key** from the rooftop.

To Sif

1. Enter the glowing door in the forest after defeating the Butterfly.
2. Approach the grave to initiate the boss fight.
3. Collect the **Covenant of Artorias** upon defeating Sif.

Covenants

Forest Hunter Covenant

- **Leader:** Alvina the Cat.
- **Location:** Inside the stone structure near the hidden bonfire.
- **How to Join:**
 - Speak with Alvina and answer "Yes" to her questions.
- **Benefits:**
 - Forest Hunter NPCs become non-hostile.
 - Grants the **Cat Covenant Ring**, which summons the player to invade trespassers.
- **Penalties:**
 - Attacking Forest Hunter NPCs or allies will result in being branded a traitor. Use absolution from **Oswald of Carim** to rejoin.

Shortcuts

Hidden Bonfire:

- Found near the Seal of Artorias. Attack the wall on the left of the sealed door to reveal it.

Alternate Path to Sif:

- Bypass the Seal of Artorias by traveling through the Basin.

Soul Farming

Forest Hunters:

- After opening the Seal of Artorias, bait Forest Hunter NPCs to the ledge and force them to fall for easy Souls.

Stone Knights:

- Farm near the bonfire in the forest for consistent Souls and armor drops.

Notes

- Defeating the area bosses (Moonlight Butterfly and Sif) affects multiplayer invasions in the area.
- The **Cat Covenant Ring** summons players to defend the forest.

Trivia

- Sif's relationship with Artorias is central to the game's lore. His appearance changes slightly when encountered after the DLC.
- The Forest Hunters' half-visible aesthetic is meant to evoke the ghostly atmosphere of the cursed forest.

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