

The Catacombs

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The Catacombs (カタコンベ) is a Location in Dark Souls. It is accessible via Firelink Shrine, and leads to the Tomb of the Giants.

Information

The **Catacombs** is a treacherous area, filled with traps, reanimating skeletons, and perilous paths. It serves as the gateway to the **Tomb of the Giants** and features critical NPCs and items for progression. The area is challenging due to its dark atmosphere, undead enemies, and environmental hazards.

Area Bosses

Mandatory

Pinwheel:

- A relatively weak boss found at the end of the Catacombs.
- Uses fire, lightning, and dark magic attacks, while creating clones to confuse the player.
- Drops **Rite of Kindling**, increasing Estus Flask capacity to 20, and one of the **Masks of the Father, Mother, or Child**.

Enemies

Reanimating Skeletons:

- Revive indefinitely unless their associated Necromancer is killed or a Divine weapon is used.
- Common strategies include knocking them off ledges or using Force to push them.

Necromancers:

- Non-respawning enemies controlling the skeletons.
- Drop lanterns required for visibility in the **Tomb of the Giants**.

Exploding Floating Skulls (Vengeful Skulls):

- Explode upon proximity, damaging nearby enemies as well as the player.

Wheel Skeletons:

- Spin towards the player at high speed, inflicting heavy damage and stamina drain.

Titanite Demon:

- Found near the shortcut to the Tomb of the Giants. Drops **Demon Titanite** upon defeat.

Black Knight:

- Found in the lower levels, wielding a Greataxe. Beware of high damage and fast attacks.

Merchants

Trusty Patches/Patches the Hyena:

- Found near the rotating spiked bridge. Attempts to kill the player by rotating the bridge.
- After the trap, apologizes and offers items for sale, including:
 - **Humanity**
 - **Divine Blessings**
 - **Crescent Axe**

NPCs

Paladin Leeroy (Summon):

- Summon sign appears near the Titanite Demon area if the player is Human. Useful for the Pinwheel boss fight.

Vamos the Blacksmith:

- Located in a lower chamber. Specializes in Fire and Chaos weapon upgrades.

Items

Key Items:

- **Rite of Kindling:** Dropped by Pinwheel. Increases Estus Flask capacity to 20.
- **Skull Lantern:** Dropped by Necromancers. Necessary for navigating the **Tomb of the Giants**.

Weapons and Equipment:

- **Lucerne:** Found in a small room near the bow-wielding skeletons.
- **Great Scythe:** Near the second bridge, accessible by jumping from the middle of the bridge.

- **Divine Weapon:** Essential for preventing skeletons from reanimating.
- **Mask of the Mother/Father/Daughter:** 1x randomly dropped by Pinwheel.

Consumables:

- **Humanity:** Dropped by enemies or found in various locations.
- **Soul of a Proud Knight:** Scattered throughout the area.

Walkthrough

From Firelink Shrine to the First Bonfire

- Enter the Catacombs and descend the spiral stairs. Beware of two skeletons on the way.
- Follow the path until reaching a ladder leading to a room with Necromancers and skeletons.
- Turn left and break the crumbling wall to find the first bonfire.

Progressing to the Second Bonfire

- Navigate through the spiked bridge area. Trusty Patches will appear nearby.
- Rotate the bridge using the nearby lever and cross carefully.
- A hidden bonfire is located behind a destructible wall near the ladder.

Reaching the Boss

- Descend through the skeleton-infested caves, eliminating Necromancers to prevent reanimation.
- Look for Paladin Leeroy's summon sign near the Titanite Demon room.
- The boss fog gate for Pinwheel is directly ahead.

Shortcuts

Titanite Demon Room:

- Drop from a small ledge near the first bridge to skip several areas.

Wheel Skeleton Area:

- From the Titanite Demon's location, jump to the ledge below to reach the Wheel Skeleton chamber directly.

Backtrack Shortcut:

- After defeating Pinwheel, climb the ladder near his arena to return to earlier sections of the Catacombs.

Quests

Nito's Covenant:

- Located near the Titanite Demon area. Enter a coffin with an active **Eye of Death** to meet Nito.
- Covenant rewards include **Gravelord Sword** and the **Gravelord Sword Dance** miracle.

Soul Farming

Wheel Skeletons:

- Farmable in the lower chamber. Effective with ranged attacks or AoE spells.

Necromancer and Skeleton Loops:

- Clear Necromancer-controlled areas, return to the bonfire, and repeat.

Notes

- Divine weapons are helpful for preventing skeletons from reanimating. A Divine weapon can be created from the **Astora's Straight Sword** or upgraded via Andre of Astora.
- Be sure not to miss Trusty Patches' dialogue, as it enables the player to access rare items later in the game.
- Killing the Necromancers will permanently stop Skeletons from reviving.

Trivia

- Paladin Leeroy is a reference to the infamous meme "Leeroy Jenkins."
- The **Masks** dropped by Pinwheel represent a father, mother, and child, symbolizing his tragic backstory as a failed necromancer.

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