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The abyss dark souls lore

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‎"The Darkwraiths reside in a dark void called the Abyss. But the Abyss is no place for ordinary mortals. Although long ago, the knight Artorias traversed the Abyss. If you can find him, and learn from him, the Abyss may prove surmountable." — Ingward
The Abyss is a location in Dark Souls. Lore[edit] [edit source]
The Abyss is a realm of Dark born from Manus, the "Primeval Man" / "Father of the Abyss", the borders of which border the mortal world, while slowly absorb everything in its path; it is uninhabitable to all beings aligned with Fire including the Gods, as they require special equipment or protection to prevent corruption (both in the spiritual and physical sense). In contrast, any beings aligned with or are indifferent to the Abyss (such as Humans) are able to roam it with no risk of harm or corruption.[1] Knight Artorias famously traversed the Abyss and hunted the Darkwraiths therein.[2] He was protected by the power of a magical ring, which he gained after making a covenant with the beasts there.[3] The ring prevented him from being swallowed by the void, but it led to his sword becoming cursed.[4] In recognition of his actions, he was awarded one of Anor Londo's treasures, a Silver Pendant that allowed him to repel Dark sorceries.[5]eventually he traveled to Oolacile to combat the threat of Manus, but in saving his wolf companion Sif, he was overtaken by the dark. The Abyss would later terrorize Carthus, and one of its victims would be their king Wolnir, who would discover within it a black flame and create dark pyromancies from it.[6]
Location[edit] [edit source]
The Abyss is located at the end of the New Londo Ruins. To reach to the Abyss, the floodgates must be lowered and the Covenant of Artorias ring, a reward for killing Great Grey Wolf Sif, must be worn. After climbing down a spiral staircase within a tower, the path will abruptly end, making it necessary to descend into the darkness of the Abyss. General information[edit] [edit source]
Dropping into the Abyss will immediately trigger the area boss, the Four Kings, to spawn. After the Four Kings have been defeated, a bonfire will appear. At this point, the Abyss will cease being hostile, making the Covenant of Artorias ring useless. Notes[edit] [edit source]
It is possible to reach and kill the Four Kings by killing Ingward, even if the player hasn't acquired the Lordvessel yet. The bonfire that appears will allow warping to escape the Abyss, even without the Lordvessel. Although it appears to be a black void of nothingness, the "ground" of the Abyss actually floats a few meters above an unseen cobblestone floor. This can be observed by using a light source, such as the Skull Lantern or Sunlight Maggot. Items that require hitting a surface to activate, such as Prism Stones and Carvings, will not work in the Abyss as they simply fall through the "floor". Characters[edit] [edit source]
Darkstalker Kaathe will appear after the boss has been defeated. The player cannot have defeated the Lordvessel to Kinseeker Frampt yet. Boss[edit] [edit source]
Covenant[edit] [edit source]
Notable items[edit] [edit source]
Items[edit] [edit source]
Red Eye Orb (Darkstalker Kaathe - gift for Darkwraith +1)
Armor[edit] [edit source]
Dark Set (Darkstalker Kaathe - gift for Darkwraith +2)
Souls[edit] [edit source]
Bequeathed Lord Soul Shard (Four Kings - drop)
Weapons[edit] [edit source]
Darksword (Darkstalker Kaathe - gift for Darkwraith +2)
Dark Hand (Darkstalker Kaathe - gift for joining Darkwraiths)
Gallery[edit] [edit source]
Trivia[edit] [edit source]
Due to what was observed from Artorias, the phrase "falling into the Abyss" does not actually constitute entering it, but rather the near infinite and unconscious darkness of it seeking out lifeforms. This likely means that Wolnir was very much alive when he fell, which explains how he was able to teach grave wardens his pyromancy, though what exactly it really was that actually caused his death is uncertain. References[edit] [edit source]
Dark Souls. Locations Community content is available under CC BY-SA unless otherwise noted.
Sir Knight Artorias was one of the four Knights of Gwyn, the commanding knights of Lord Gwyn's army. Artorias had an unbendable will of steel, which both helped and fed into his hatred for dark servants, the Darkwraiths of Kaathe in particular. Artorias was unmatched with a greatsword, which was why Lord Gwyn had the Wolf Ring made to help further his skill with one. When in New Londo, Artorias discovered the ability of abysswalking, which gave him the name Artorias the Abysswalker and allowed him to enter the home of the Darkwraiths and the Four Kings themselves. At some not specified time in the past, when Oolacile was attacked by the Abyss, Artorias traveled to Oolacile to rescue Princess Dusk of Oolacile. Artorias, deeply marked by the Abyss (after realizing he was losing against the Abyss), gave his shield which served as a magic aura, to protect his loyal battle-companion, Sif The Great Wolf, (which was very small at the time, compared to the time the player faces him in the present) from the Abyss. Then was defeated by the Abyss and became Artorias of the Abyss. After that, an unknown hero (the player), who traveled to the past, killed Artorias, releasing him from his wretched state. This helped keep his honor intact, because no one would ever know what really happened to Artorias; he was instead believed to died while facing the Abyss, instead of being defeated and corrupted to fulfill the Abyss's goals. Then the hero killed the dark creatures of the Abyss and saved Sif, who was being held captive (protected by the magic aura of Artorias' Shield but unable to escape) by them. This way the player can acquire the Cleansing Greatshield. If the player didn't kill Sif The Great Wolf before saving him in the past, when the player faces Sif, there will be a new opening. In which Sif will recognize your scent and reluctantly picks up his Greatsword, but will fight you. A few notes about the abyss.The abyss is not just a dark place, devoid of light; it is the element Dark. It is the opposite of light, that is able to engulf light, just as light can repel darkness. It is a place that repels and destroys beings of light, which include all life except for cursed undead. Cursed undead are able to walk darkness as they have a part of the Dark Soul ingrained in their soul, so are essentially an embodiment of Dark, just as the future pygmy is. The abyss was created at the grave of primeval man, the Furtive Pygmy, and spread up through the cave systems below Oolacile into lower Oolacile township. The cave system forms Chasm of the Abyss.The abyss that the Four Kings and that Manus reside in are the same abysses, only the future abyss has been more fleshed out. This is fairly clear by looking at the map viewer, as well as the importance of the abyss as a place of the element Dark. It would be kind of lame to have two of them.In the present time of Lordran, the ruins of Oolacile have almost disappeared from the world, and there is no longer a route directly from Darkroot Garden to the Abyss. However, the Chasm of the Abyss is still accessible as the Tomb of Giants, Nito's lair. Looking at the map viewer, it is clear the Chasm of the Abyss and Tomb of Giants are in roughly the same position in relation to Oolacile. Additionally, Tomb of Giants is also described as "Nito's light-devouring domain of death" in the skull lantern item description. This makes it clear that the Tomb of Giants is engulfed in darkness and as such is above/in the abyss.ArtoriasWell, a lot has been said about Artorias, but I don't think many people understand the legend of Artorias.Well, firstly some descriptions:From True Greatsword of Artorias:Sir Artorias hunted the Darkwraiths, and hissword strikes harder-against dark servantsFrom Cursed Greatsword of Artorias:The sword can damage ghosts, as it wascursed when Artorias joined a covenantwith the creatures of the AbyssFrom Covenant of Artorias:This ring symbolizes Knight Artorias'scovenant with the beasts of the Abyss.It's wearer, like Artorias himself, cantraverse the Abyss.From Soul of Artorias:Soul of Lord Gwyn's Knight Artorias,who was consumed by the Abyss.The legend that Artorias repelled the Abyssonly told half the storyIt seems that he was defeated, and hisonor preserved, by some unseen hero,who is the true victor in the Abyss.From Abyss Greatsword:This greatsword belonged to Lord Gwyn's Knight Artorias,who fell to the abyss.Swallowed by the darkness with his master, this sword is tainted by the abyss,and now its wielder reflects the abyss's humanity.From Soul of Pendante:The ancient treasures of Anor Londo.Presented to Artorias for facing the Abyss,Effectively deflects the Dark of the Abyss,especially in its magic forms.From Cleansing Greatshield:The steel greatshield used by the AbyssFrom Set of Artorias:The death of the helm's owner can be surmisedfrom the corrosive Dark of the AbyssDialogue:Alvina:Is it not so that thou art new,Thou fared well to find me.But cometh thee not for the grave of Sir Artorias?My advice true, forget this!The legend of Artorias art none but a fabrication... Traversing the dark? 'Tis but a fairy tale.Have thine own respect, go not yonder knocking for nothing, I say!Ingward:According to legend, the knight Artorias crossed the Abyss, and annihilated the atrocious Darkwraiths.Although long ago, the knight Artorias traversed the Abyss.If you can find him, and learn from him, the Abyss may prove surmountable.Elizabeth:Knight Artorias came to stop this, but such a hero has nary a murmur of Dark. Without doubt, he will be swallowed by the Abyss, overcome by its utter blackness...There are quite distinctly 2 different versions of the tale of Artorias. The one existing in your time says that he walked the abyss and slayed Darkwraiths, and was victorious over the abyss. The one existing in the time of Oolacile says that Darkness consumed Artorias and that another individual was victorious over the abyss.Explanation:Both the abyss in Oolacile and New Londo are the same place, and Artorias perished before the Four Kings discovered Kaathe and created the Darkwraiths. For this reason, Artorias could never have fought Darkwraiths of any kind. Artorias could never walk the Abyss successfully, because he is not a being of Darkness like the cursed undead. Artorias is a divine being of light (containing nary a murmur of dark), and thus the abyss, a place that consumes all light (and is the opposite of light) is corrosive and overcomes him. And thus he becomes a beast of the abyss, forming a covenant with them.After being sent to Oolacile by Anor Londo (see silver pendant) he was unsuccessful and fell to the abyss. As such, the talk of Artorias vanquishing Darkwraiths is a fabrication, and the talk of Artorias ever traversing the Abyss successfully (ie. without being turned into a primal beast consumed by Darkness) is also false. In other words: Alvina is not lying to you. After killing Artorias, you receive his soul which speaks of an unsung hero who truly conquered the abyss and that the legend of Artorias is false (half true). This is the best way, for thou art come from a time far ahead. No-one will sing thy praises, but yet thy greatness shall live on. For it shall be my purpose, to remember all thou hast done for us.In case you were wondering, that hero is the player.This theory is most likely correct because it resolves the contradictions that appear in the legend of Artorias, and is strongly supported by in game evidence.So next time you go to spread your love of Artorias, claiming him to be some stoic hero, just remember he is credit stealing little bitch that really just fucked up the whole Oolacile situation even more by getting in your way. Also you that you are a wanker. That is also important.Dusk of Oolacile and ManusDusk: fading light, growing dark. It should be noted that Oolacile is a place of light sorceries, that fell to the Dark at time of Dusk of Oolacile. Dusk is the at the core of Manus, and when he dies, he drops an unconscious, scarred Dusk of Oolacile in his place. I assume that this is because Dusk is a part of Manus: Manus is a sorcerer. This is significant because the Furtive Pygmy is not in any way mentioned to be involved in sorcery, and Oolacile is a land of peaceful light sorcerers. Afterwards it falls to dark and becomes a place of dark primal beasts using sorceries based on the power of darkness. You would assume that Manus being a dark sorcerer had something to do with Oolacile being a place of light sorcerers... Dusk's dialogue after the events of Oolacile: I still think on that creature from the Abyss that preyed upon me. My faculties were far from lucid, but I quite clearly sensed certain emotions... A wrenching nostalgia, a lost joy, an object of obsession, and a sincere hope to reclaim it... Could these thoughts belong to the beast from the Abyss?She claims to be barely conscious of the events yet can distinctly sense emotions associated with Manus... She is dropped unscathed upon Manus' death, as the sole survivor of Oolacile... Dusk is probably all unscathed after being freed from Manus, and is the only other resident who has been transformed into a primal being. It can be assumed that she is essentially a lie, as the centre of this. "No matter how tender, how exquisite, a lie will remain a lie." - Lord AldiaKarl Popper wrote a short-but-sweet essay called "The Conspiracy Theory of Society," in which he pours scorn on various ideas about one group or the other secretly running the world. The piece suggests this apparently-modern worldview can be traced back to Homer, who conceived the power of the gods in such a way that whatever happened on the plain before Troy was only a reflection of the various conspiracies on Olympus." The squabbling of the gods, their alliances and contests, both give meaning to and excuse the actions of humans. A key influence on Dark Souls is western mythology, most obviously the visual parallel between Gwyn and Zeus, ranging from the classical pantheons of Greece and Rome to Anglo-Saxon, Welsh and Norse equivalents. This roots Dark Souls' lore in aspects of historic mythology to an end far greater than mere reference - the creation and use of mythology is a key theme in Lordran, and real world examples act as the comparison point for how this happens. And in using such threads to construct its world, Dark Souls crafts a web of conspiracy theories.This makes any summary, much less one hoping to cover Dark Souls' narrative structure and techniques as well as lore, more interpretative than a straight presentation of verifiable facts. Lore-hunting in these games is a noble pursuit, and both Dark Souls and Dark Souls 2 are well-served by a large community of youtubers (the best starting point is EpicNameBro's channel). I'll summarise the key narrative beats of both games but, for the sake of length and sanity, it's impossible to go into real detail on the many (brilliant) side-stories both games contain. A starting principle with Dark Souls' narrative techniques is that familiar words are used as disguises. We all have a sense of meaning for what a soul is, for what humanity might be, but these terms in Dark Souls have a specific meaning which must be reverse-engineered out of what we are told and can observe. This is one of the ways Dark Souls gradually constructs meaning: things like a unit of currency are often arbitrary in video games, but here the economic role of souls ties into the larger cultural and economic systems of Lordran. We say a player's lost souls, use them to gain more power and buy things, and therefore in this brutal landscape it makes sense that souls are desired not just by us, but by others. Souls are an object of obsession for many characters and, in the case of the Lord Souls, worship. There are coins in the game which have no value in Lordran, just to drive home the point.This doesn't mean everything can be explained - this is still a fantasy game about dragons and gods that features, among other examples, a talking cat and a sentient, courtly mushroom. But the point is not the believability of individual details so much as their fitting within a larger context where each supports the other - a coherent world. One of Dark Souls' most iconic aspects is the bonfires that dot Lordran, for example, and their function as a checkpoint/respawn for the player. How could this mechanical necessity be a part of the lore? If we briefly digress on Gwyn, the mythology's central figure, even elements like this are explained. The starting point of Dark Souls' world is the everlasting dragons, which in the brief snatches we see seem to rule the world comfortably. Humans are around at this point but very much an underclass. Four individuals discover the First Flame - Lord Gwyn, the Witch of Izalith, Gravelord Nito and the Furtive Pygmy - and from this it granted four Lord Souls. Shortly thereafter Gwyn leads the Witch and Nito against the everlasting dragons and, with the help of traitor Seathe the Scaleless, they destroy them and the Age of Fire begins - the gods rule. B-b-but where's Solaire? I thought this article was about lore! Yeah yeah, he's got a good shot of being Gwyn's firstborn, and personally I think he is, but the ambiguity's there for a reason. The player waxes in Lordran thousands of years after these events. Here is the story of Dark Souls if the players moves through it and does what they're told. You wake in the Undeas Asylum, and shortly thereafter are told for the first time you're the Chosen Undead - a phrase that will be repeated many times, by many different characters. You're taken to Firelink Shrine, where an NPC tells you to ring the two Bells of Awakening and you'll discover what to do next. After this is a serpent, Frampt, appears and tells you that Lord Gwyn has linked the fire and you are destined to succeed him. Succeeding the Lord of Souls ties into the larger cultural and economic systems of Lordran. We say a player's lost souls, use them to gain more power and buy things, and therefore in this brutal landscape it makes sense that souls are desired not just by us, but by others. Souls are an object of obsession for many characters and, in the case of the Lord Souls, worship. There are coins in the game which have no value in Lordran, just to drive home the point.This doesn't mean everything can be explained - this is still a fantasy game about dragons and gods that features, among other examples, a talking cat and a sentient, courtly mushroom. 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