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Abyssal woods guide

To access the Abyssal Woods in Elden Ring's Shadow of the Erdtree DLC, start by going to the Shadow Keep dungeon at the top of Scadu Altus and defeating the Golden Hippopotamus. Proceed through the main gate area until you reach a path leading to a drawbridge, but instead of crossing it, take the ladder on the right side of the path to a hidden area along the keep's inner moat. In this area, you'll find a room with a painting called "The Domain of Dragons"; strike the wall to the right of the painting to reveal an illusory wall and climb inside the stone coffin. This will take you to a flooded area beneath the Shadow Keep, where you can rest at the Castle Watering Hole Site of Grace before continuing south through the flooded Ruins of Unte, avoiding a Furnace Golem and reaching a series of waterfalls. Stick to the eastern side of the falls and rest at the Recluses' River Upstream Site of Grace, then continue south, leaping across gaps in the cliffside with Torrent and avoiding Flymen until you reach the western side of the cliffs above the river. From there, head downwards, finding the Recluses' River Downstream Site of Grace at a dead end, and hop down to rest before carefully making your way down the cliffside using large gravestones embedded in the cliff. Once at the river, head downstream to the edge of the waterfall, sticking to the east side of the cliffs next to the falls, where you'll spot another series of gravestones leading down from the side of the wall. Continue on this path, which will eventually lead you through the Darklight Catacombs, where you must defeat Jori, Elder Inquisitor, to progress towards the Abyssal Woods. The journey is long and requires careful navigation through various areas, including avoiding enemies and using Sites of Grace to rest and recover. The Darklight Catacombs offer a challenging mini dungeon experience, where players must navigate through the depths of the underworld to reach the Abyssal Woods. Along the way, they'll face off against Vulgar Militia and Jori, Elder Inquisitor, who grants access to the region. The Abyssal Woods presents a unique environment, with Torrent fearing to tread, while offering limited enemies and items. Players must stock up on Clarifying Boluses to resist madness, which is inflicted upon them by even docile creatures. As players progress through the woods, they'll encounter several tough enemies, including the Maddening Hand and Rats. The Maddening Hand drops the Maddening Hand Weapon, while the rats are scattered throughout the region. Players can find a Map Fragment in the Church Ruins, as well as Scadutree Fragments and other valuable items. The woods also contains terrifying enemies like the Aging Untouchables, which patrols the area and will react to noise or players in its line of sight, building up madness. The far southern roundabout offers several large trees with a body holding a Ghost Gloewort 7 and more Clarifying Boluses. Finally, the southwest corner leads to the Manse, which is guarded by multiple terrifying enemies along two major paths. After charging their aura, they'll quickly appear right next to you and trigger an explosion, knocking you down. If your madness meter isn't full, they'll chase you with their staff raised, attempting to grab and drain your health. This move is usually fatal unless you have a lot of resistance. Since you can't outrun them on Torrent, it's better to try stealth. Look for patches of tall grass near each encounter and dart away when the monster isn't looking. Despite the warning signs, some players manage to touch and kill them by timing their grab attack perfectly and landing a riposte. Defeating the first one located closest to the Church Ruins rewards the Aged One's Exultation Talisman. The lower path leads to another Aged Untouchable with a twist: brushing up on certain plants will attract it, allowing you to lure it away and attack from a distance. The central area has a Site of Grace, but taking the northern path avoids enemies until you reach this area. There's also an alternative path with a raised area containing a Shadow Realm Rune 7. Follow the river path and continue southeast around large trees, defeating any Inquisitors in your path. Look past the trees for Mad Craftsman's Cookbook 2, then proceed southwest through fog until you reach a looming cliff separating the woods' southwest corner. Climb over the cliff to find Midra's Manse in the distance. While there are some enemies nearby, head inside to begin the Minor Legacy Dungeon: Midra's Manse. The Tarnished must navigate the treacherous Abyssal Woods in Elden Ring's Shadow of the Erdtree DLC, a realm that demands stealth and strategy over brute force. To reach this area, progress through the Black Keep, defeat the main gate boss, and explore the battlements to find a hidden ladder leading to the Castle Watering Hole. From there, ride into the Ruins of Unte, turn south along the Recluses' River, and drop down at the bottom to continue towards the Darklight Catacombs. Once inside, use giant headstones to navigate the passage and reach Midra's Manse, the final destination in this foreboding area. The Abyssal Woods area is accessible after defeating Elder Inquisitor Jori at the fog gate, ending the Catacombs section. With her defeat, players are free to explore this gloomy region. The woods offer an open environment similar to the rest of Elden Ring but benefit from a more linear approach to avoid getting lost amidst its dense foliage. One notable aspect is the prevalence of Madness status condition, which can be detrimental not only to the player's character but also their real-life body. As players navigate through the woods, they'll encounter various enemies, including massive rats that can trigger rapid build-ups of Madness. To mitigate this, crouching or sneaking past most of these foes is advised, allowing for a more controlled pace and reducing the risk of falling prey to Madness-induced effects. The area's design caters well to the survival horror elements, providing opportunities for stealthy playstyles. The route forward involves following the main path, which will eventually lead to encounters with specific enemies. One such enemy is the Madness Hand invader. Strategically rushing in to catch them off guard can prove effective due to their relatively low poise and vulnerability to relentless aggression. This approach also minimizes the risk of taking damage from their attacks while preventing their own counterattacks. Further along, players will reach the Abandoned Church area, where they'll find a map for the Abyssal Woods, a Site of Grace, as well as other collectibles like Scadutree Fragments and a Madness perfumer bottle. From there, continuing down the path southwest with the acquired map can help guide them through the area. The section ends at a field of yellow flowers, where players encounter more messages left for them on the ground, along with an ominous figure pacing in a pool of water to the west. These areas are among the few unkillable enemies in Elden Ring. Stealth is essential to overcome these sections. Although they're not insta-fail, completing them properly requires practice and knowledge of what to do. These sections offer a fun atmosphere while avoiding direct combat. To navigate these areas, press the left-stick to crouch, then hide behind bushes before moving when the enemy's back is turned. Wait patiently for it to look away and use Circle/B to move faster while crouching. Be cautious of protruding flowers that will attract enemies' attention if touched. After clearing the obstacles, you'll enter a wider area with a large tree in the middle. Take a right turn from the tree's other side to find a Site of Grace where you can rest. The Site of Grace leads to another set of messages and areas with tall grass and Wormfaces. Be cautious as they're tougher this time due to more reeds jingling. After navigating through the grass, you'll enter a large clearing with a waterfall at one end. Rest at the Divided Site of Grace next to the waterfall before grabbing the cookbook on the hill to its left. To progress, turn around so your back faces the waterfall and head southeast on your compass. The two glowing creatures are not Wormfaces but witches in the same vein as Jori. Defeat them and follow the path to a new part of the forest. In this area, more witches patrol the forest floor, but you can easily thin their ranks by focusing on rushing down each spellcaster one at a time. Abyssal Woods is an optional area in Elden Ring: Shadow of the Erdtree that offers a unique challenge and reward. Located in the southeast region of the map, it can be accessed by following a series of steps from Scadu Altus to Castle Watering Hole, then descending into the Darklight Catacombs. The main objective is to navigate stealthily through the area while avoiding the Untouchables, terrifying creatures that can instantly kill players if grabbed. However, it's possible to defeat these monsters using a specific shield and melee strategy. To do so, equip a shield with a parry ability, as this is the only way to deal damage to the Untouchables. Once in combat, wait for the creature to activate its wand and point it in a horizontal line, then press the left-hand weapon skill button when the wand moves up. This will leave the enemy exposed and vulnerable to a critical hit. To find an Untouchable, search for them in roads that lead away from certain areas, or start from the Church Ruins and walk outside the building in a straight line. Once found, be prepared to dodge its teleportation attack and wait for the right moment to strike. With practice and patience, it's possible to defeat the Untouchables and claim their unique reward. Killing an Untouchable might need some trial-and-error as it demands practice. Be prepared for a potential instant kill from the Madness buildup, regardless of whether the Untouchable itself strikes you directly. It's wise to carry equipment that offers resistance to this affliction. Upon defeating your first Untouchable, you'll be rewarded with 4,449 runes and the Aged One's Exultation Talisman. This talisman boasts a unique ability - it enhances your attack power whenever there's an entity afflicted with Madness nearby.

Abyssal guide. Abyss woods. Abyssal dungeon.