



## ***DISRUPTION OF NATURAL ORDER IN VIDEO GAME DARK SOULS***

Ketergangguan Tataan Alam dalam Video Gim *Dark Souls*

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### **Abstract**

This study discusses the environmental issue distortion of the game *Dark Souls* using Garrard's ecocriticism theory and uses the qualitative descriptive method to analyze the data. The objectives of the study are to show the disruption of the natural order and its consequences. This study is conducted by gathering data from the game through screenshots and dialogues while also from the video through the narrative. The study shows that the disruption of natural order occurred because the individuals of the Age of Fire did not desire their era to end with them being replaced by the Age of Dark, which would be humanity's era, and thus do whatever is necessary to extend the Age of Fire, despite the fact that involves changing the nature of humanity itself. The consequences of the disruption experienced by every individual as the world grew hostile and dangerous, the world's logic warped, individuals suffering from the world's conflict as many resigned to their ultimate fate. Despite acknowledging environmental problems, few solutions have been formulated, leading to the continued deterioration of nature.

**Keywords:** ecocriticism, nature, game

### **Abstrak**

Penelitian ini membahas isu lingkungan yang menyimpang dari gim (permainan) *Dark Souls* dengan menggunakan teori ekokritik Garrard dan menggunakan metode deskriptif kualitatif untuk menganalisis data. Tujuan dari penelitian ini adalah untuk menunjukkan gangguan terhadap tatanan alam dan konsekuensi dari gangguan terhadap tatanan alam tersebut. Penelitian ini dilakukan dengan mengumpulkan data dari gim melalui tangkapan layar dan dialog, serta video melalui narasi. Temuan dari penelitian ini menunjukkan bahwa terganggunya tatanan alam terjadi karena individu-individu di Zaman Api tidak menginginkan era mereka berakhir dan digantikan oleh Zaman Kegelapan, yang akan menjadi era umat manusia sehingga mereka melakukan apa saja untuk memperpanjang Zaman Api, meskipun hal itu berarti mengubah sifat dasar dari umat manusia itu sendiri. Konsekuensi dari gangguan yang dialami oleh setiap individu ketika dunia menjadi semakin tidak bersahabat dan berbahaya, logika dunia menjadi bengkok, individu-individu yang menderita akibat konflik dunia banyak yang pasrah pada nasib mereka. Meskipun mengakui adanya masalah lingkungan, hanya sedikit solusi yang telah dirumuskan yang mengarah pada kerusakan alam yang terus berlanjut.

**Kata-kata kunci:** ekokritik, alam, gim

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## **INTRODUCTION**

Literature was created not only to be read and entertain, but also to criticize many aspects of the world, such as the imbalance of power among classes to even the way humans treat nature.

Nature by itself is vague as it has a wide range of definition that held different meanings. Though nature is vague, it can be said to be everywhere and everything, including the unknowns. Thus, Literature used as a way to express people's thoughts and things around them. In a way, literature used as a platform to better understand nature and natural things.

One of them is criticizing about nature and the way humans done to nature, on how destructive humans caused to nature and the consequences of said action. As a result, many individuals are concerned that the loss of nature caused by an environmental calamity may result in human extinction. While severe deforestation and degradation were normal in the past, there was growing worried about the declining extent of tropical rainforests around the 1980s. As challenges, such as climate change and global warming emerge, this has an impact on the planet (Newton, 2007). As a result, the issue has grown to the point that people all around the world are concerned about the environment. The damage is done to nature not only by the humans, but also by itself, as such there are two main forces that cause damage that is nature and humans. In the span of ages, the world had gone through destruction and disaster that believed as natural power that was beyond human capability. And so with the rising concern about nature, many researchers began to take a deeper look at nature and its natural state (Buell, 2005). With the foundation established by Cheryl Goltfelty, they focus on the field that was previously known as nature writing. The term used for studies of environmental literature is literary-environmental studies, but there are other terms people used, such as environmental criticism, green studies, and ecopoetics, but it is widely known as ecocriticism. Ecocriticism, in a nutshell, is the study of the interaction between literature and the physical environment (Goltfelty & Fromm, 1996).

The environmental issues instigate a massive spike, both for academics and artists, thus many authors and directors were inspired to put the issue into their work. The literary devices include, such as poetry, novel, drama or play, film, and finally games to put the issue as an intrinsic element in their work. Compared with the text-based devices such as poetry and novel, drama and film can put the element more reliable thus giving focus to the issue placed in the work such as environment (Romadhon, 2011). The present film has been considered a literary device, as the film is unique compared to other literature. A film can be said to contain many aspects of other literature, this aspect shows such as metaphors from text literature, and gestures from drama, dialogues from oral literature. There are even films that contained environmental issues as their core element, i.e. Wall-E and Avatar. In Wall-E, it shows to the viewers that because of the carelessness of humanity toward earth, it is littered with garbage to the point where they leave the planet to live in space where people spend their lives in a metal coffin with no plants and greenery in the spaceship. While in Avatar, humanity discovers a rare mineral called unobtainium that exists on the planet Pandora which is inhabited by a native species called Na'vi, thus to obtain the mineral humans must do massive destruction that reached a sacred tree that can be considered as their homeland to the Na'vi.

This can be applied to games too, as there are games that also contained elements like environmental issues into their game such as Spore and Horizon Zero Dawn. Some of the reviewed work either proposes that existing (mainstream) video games already contain elements that challenge the status quo, criticizes those that do not, or attempts to describe options for video games to become more environmentally conscious (Hubert, 2021). In Spore, the creature people play evolve from a microorganism in the cellular stage to an intergalactic species in the galactic stage, as the creature evolves from stage to stage the players can observe the changing in the environment and how it affects the gameplay. Games could serve as opportunities for individuals to learn about the natural world (Vasso, 2018). While in Horizon Zero Dawn, the player is controlling a character named Aloy that lived in a post-apocalyptic world that resides in dangerous and hostile machines that replicate animals and monsters, there

the players will discover why the machines are hostile and an explanation why the world is destroyed even though the predecessor is more technologically advanced than the current mankind. While perceiving a video game's narrative by interactive mechanics, one's sensual response is equally as important as one's cognitive response (Falkenhayner, 2021).

Another game that is considered as having an environmental element in the game is *Dark Souls* that the writer used for analysis. The game has been held in high regard by both the reviewers and players as the "Game of the Year" with rating above 80 out of 100. *Dark Souls'* storyline and lore are conveyed through minimalist storytelling. Historical events and their significance in the world are frequently implied or left to player perception rather than clearly presented or explained. It is up to the player to frame together the convoluted and abstract narrative and assume their role in it (Van Nuenen, 2016). The majority of the plot is told to the player through non-player character speech, flavour text from objects, and set design. The fact that the sequels has been established to be set on the same universe even though it may didn't have a direct story connection, this can answers plot questions that were left unanswered before. A collapsed natural order offers a conspicuous display of our contemporary climate crisis (May, 2021).

The study is using ecocriticism theory by Greg Garrard and a support theory by Peter Barry as both expands Cheryl Glotfelty's argument about ecocriticism theory. Ecocriticism ties the cultural analyses and criticisms to "green" moral and political agenda, which on the political side can be compared to feminism and marxism analyses. Nature cannot be diminished to a concept envisioned as a piece of our cultural practice (Barry, 2002). As such, ecocriticism is connected to environmentally oriented developments in philosophy and political theory. It can be said to be closely related with the science of ecology that makes the theory unique among contemporary theories. That said, ecocriticism is not qualified to be in the debate about problems in ecology. But, this doesn't discourage ecocritics to push the boundaries to develop their own "ecological literacy", to the point where it can help in such a way that broader and wider sense. It is essential to recognize important arguments about the existence, nature, threat, extent, and problems' solutions.

Ecocriticism has been utilized and applied to a variety of literary works, for example, Romadhon (2011) explores how environmental concerns are addressed in James Cameron's film *Avatar*. The goal of this study is to discover the differences in how humans and native aliens regard nature. The study indicated that hatred and antagonism sprang from the origins of contradicting qualities in both humans and non-humans. Humans regard nature as a thing to be used for their personal advantage, which separates them from nature, but non-humans see nature as an integral aspect of their lives, which connects them to nature. The study also showed that individuals who love the environment earn respect from nature, whereas antagonists have no favorable feelings about nature. Humanity must respect nature since the environment exists to support human needs, and as such, humans should indeed help preserve nature.

While there are many studies of literature about ecocriticism using literary work such as films novels and drama, there are only a few perhaps none that use games as literary work for analysing literature. This study not only focuses on natural order using ecocriticism, but also shows that games can be included as literature and used as a literary device to be analysed. In this study, the writer argues that *Dark Souls* shows proof of the disruption of the natural order that led to not only the destruction of nature, but also the world itself.

The reason for including video games as literary device is to expand the field; after all, video games have many aspects that reflect literary studies, i.e. narrative and themes. According to Abraham & Jayemanne (2017), we need to shift our scope from simply focusing on thematic or narrative to include conceptual on the same grounds. With a focus on the relationship with nature, video games are used as a backdrop for a discussion on how nature and its expansiveness

can be portrayed in gaming (Farrugia & Micallef, 2014).

The study examines the disruption of the natural order done in a video game called Dark Souls as the analysis of literature is few in terms of using video games as the groundwork of the study. It focuses on the natural order being disrupted using ecocriticism as well as showing the consequences of the disruption of the natural order being done in Dark Souls. The findings of this study are intended to analyse the destruction that occurred in Dark Souls and to broaden the scope of literacy studies using a video game as a basis.

This study will concentrate on the surroundings and setting of the video game Dark Souls. It will depict the disruption of the natural order shown in the surroundings as well as the setting in Dark Souls. The study will expand on the disruption of the natural order and the consequences of the disruption in this part. Furthermore, because it solely analyzes the game using ecocriticism, the findings of this study cannot be generalized.

## **THEORETICAL BACKGROUND**

As the study focuses on environmental issues in the video game content, the writer will use ecocriticism approach. Ecocriticism is the interdisciplinary study of literature and the environment in which all fields collaborate to assess the environment and discuss alternative remedies to the current environmental predicament. The term ecocriticism was possibly first coined in 1978 by William Rueckert in his essay, *Literature and Ecology: An Experiment in Ecocriticism*. By ecocriticism, Rueckert meant "the application of ecology and ecological concepts to the study of literature" (Glotfelty & Fromm, 1996). During the study, the writer will use ecocriticism proposed by Garrard (2004) in multiple angles for understanding. The writer also used the perspective of Glotfelty and Fromm (1996), who stated that ecocriticism is the study of the relationship between literature and the physical environment, and Barry (2002) as supporting perspective. Ecocriticism is the study of the relationship of the human and the non-human, throughout human cultural history and entailing critical analysis of the term 'human' itself (Garrard, 2004). Considering nature is not just as the stage upon which the human story is acted out, but as an actor in the drama (Glotfelty & Fromm, 1996).

The term *eco* is derived from the Greek root word *oikos* 'home or earth' and *logy* is derived from the Greek root word *logos* 'logical discourse'. They refer to the literary representation of the house, the surroundings (Mishra, 2016). It explores the link between literature and nature using a variety of methodologies that have nothing in common other than a concern for the environment. Ecocriticism and green studies are terminology used to describe a critical approach that emerged in the United States in the late 1980s and in early 1990s in the United Kingdom; because it is still a 'emerging' movement, it is worth summarizing its institutional history to date (Barry, 2002). Ecocriticism, which combines conventional literary approaches with ecological ideas, is best used to a work in which the landscape itself is a dominating character, or when there is a substantial interaction between author and place, or character and place. By definition, landscape encompasses non-human components such as rocks, soil, trees, plants, rivers, animals, and air, as well as human views and changes (Garrard, 2004).

Nature is the physical world or cosmos in its vast meaning. It can apply to both physical world occurrences and life in general. Nature research is a substantial, if not the sole, component of science. The concept of nature as a whole, the physical world, is one of the extensions of the original concept, which was initially tied to the inherent properties of plants, animals, and other components of the world to evolve on their own (Ducarme & Couvet, 2020). Nature became a passive reality, ordered and moved by divine rules, with the emergence of contemporary scientific technique in the previous several centuries. With the industrial revolution, nature started to be regarded as an aspect of reality devoid of purposeful influence. Today, the term

nature is frequently used to refer to geology and fauna. It can refer to the overall domain of living plants and animals, as well as, in certain situations, the processes connected with inanimate objects—how specific sorts of things live and change on their own, such as the climate and geology of the Earth.

Within nature there are cohesion and connection in nature itself, this cohesion and connection can be considered an order. The natural order is the order that emerges organically and spontaneously under natural settings; it is created by natural rules that operate rigidly, spontaneously, and concurrently across the cosmos, without exception at any moment. Nature is frequently regarded as "that which is out there"—as well as "that which is universal or inherent." On the one hand, it refers to the collection of all things that are natural or are susceptible to the usual operation of laws of nature. But even so, it also refers to the core features and causes of specific objects. Aristotle quoted Sophocles and Empedocles about law of nature being a universal. Someone argues that law of nature and law of science is different, stating that law of nature is the law that science aims to describe as scientific law. With rare exceptions, scientific laws are imprecise, at best approximations of the reality, and have a restricted range of applicability. It is widely believed that they implicitly represent, though do not directly state, underlying causal relations in reality and are found rather than constructed (McComas, 2013). If scientific laws are inaccurate, then certainly there must be some other laws (assertions, hypotheses, rules), likely more complicated, that are accurate, that are not approximations to the truth but are literally true.

## RESEARCH METHOD

The primary data used in this study is based on the game named Dark Souls and two explanation Youtube lore videos created by VaatiVidya and The brother's code. The first source will be taken directly from the game Dark Souls developed by FromSoftware released in 2011 along with its DLC released in 2012 and the remastered version released in 2018. The second source is taken from twenty eight-minute video "Dark Souls Lore ► Explained!" published on 10 July 2020. The last source of the data is taken in a two-hour thirteen-minute video "Dark Souls - Story Explained" published on 8 Agustus 2021. Additional sources taken from the game's trilogy Dark Souls 2 released in 2014 along with its DLC released in 2015 and Dark Souls 3 released in 2016 along with its DLC released in 2016 and 2017.

The study's data gathering strategy consists of multiple parts. The writer will play the game and then watch the explanation videos to acquire the context of it based on the topic chosen for this study, taking screenshots of both the game and the two lore explanation videos. The information collected in this study will concentrate on visual, linguistic, gestural, and tactile aspects. As a consequence, the data gathered will be examined using ecocriticism theory. In order to avoid misunderstanding throughout the study, this step is required to check the information acquired from the game Dark Souls and the explanatory video.

After collecting all relevant data, the writer will analyze the game and videos in accordance with the research questions. The first question is, how is Dark Souls' natural order disrupted? The study will try to find relevant data under the ecocriticism theory, which represents and interacts with the natural world. The disruption of the natural order can be found through the destruction depicted in the video game and how the world presented itself to the player. The second question is, what are the consequences of disrupting the natural order in Dark Souls? The author will provide relevant data as proof, demonstrating the impact of the world's destruction. Finally, the results will be incorporated into the conclusion.

Ecocriticism is not only focused on the nature, but also the inhabitants of said nature, this linked to the natural order. The background and past of the world that caused the disruption, to reveal the disruption of the natural order in Dark Souls. The hostile and desolate world both

in terms of gameplay and story, to show the consequences of the disruption of the natural order in Dark Souls.

## DISCUSSION

When players first open the game they will be greeted with an opening cinematic, this cinematic will reveal how the world came to be and also the goal the players told to achieve. In video games, the environment is a component of the control system in addition to protocological logic (Lehner, 2018). The cinematic opening immediately reveals two disruption that can be said to be crucial to the plot. The first one is the culling of the everlasting dragons, and the second that is more important is the Darksign. Evidently, the power and significance of the term "dominion" are crucial (Garrard, 2004). The everlasting dragons are the inhabitants of the previous age of ancients that can be said went "unopposed because of nothing is there as the world is stagnant" as The brother's code put it, and the moniker Everlasting came from the stone scales that grants them immortality. The world in age of ancients era simply exists as not only there's no life nor death and even no progress nor conflict. Then fire bursting that bring change to the stagnancy of the world, this fire carries power to those that obtains it which then becomes a lord. These powers used for killing the dragons when the lords discover that their powers can pierce and kill the dragons to usher the age of fire.

*"With the Strength of Lords, they challenged the Dragons.  
Gwyn's mighty bolts peeled apart their stone scales.  
The Witches weaved great firestorms.  
Nito unleashed a miasma of death and disease.  
And Seath the Scaleless betrayed his own, and the Dragons were no more."*

While some would claim that the disruption began when the lords vanquished the dragons, it stands to answer that the new era would topple the preceding era. As a result, the disruption from the culling of the everlasting dragons serves merely to solidify their position as the present age to govern the world.

### 1. The Disruption of the Natural Order



**Figure 1.** The Prophecy of the Changing Age

The fading of the initial flame is described in this prophecy-like line in Figure 1. The world's reigning age of fire would ultimately wane and be overtaken by the following age. The possibility of shifting eras is fast approaching, and Gywn, the Lord of Cinder, feared that his age will be supplanted by another. The Witch of Izalith attempted to rekindle the first flame in order to stop the waning of the fire and therefore maintain the age of fire. The procedure failed and its power produced a bed of life that would become the origin of all demons, catching two of her daughters as well as herself. The resulting amalgamation is known as the bed of chaos,

and it twists the people nearby it into demons. The demons in the region are believed to be the progeny of the bed of chaos and the chaos flame. A deeper issue is that catastrophe exaggeration tends to 'generate' the type of situation it illustrates (Garrard, 2004). Gwyn lacked option to consider and instead sacrifice himself in order to extend the age of fire. Consequently, rather experiencing his domain and godhood collapse, he threw himself towards the first flame. However, prior to surrendering himself to the first flame, he distributes his soul among all those he deems worthy.

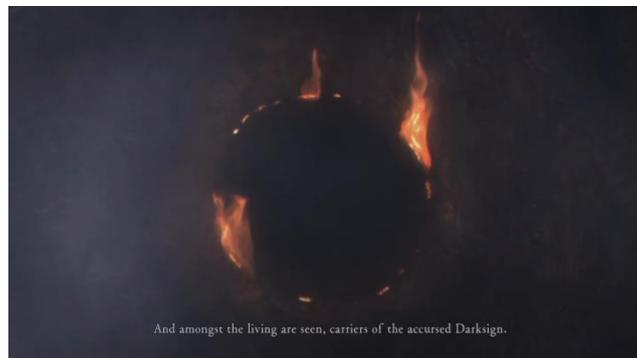
Gwyn recognized that his era, the age of fire, eventually end and be superseded by another, the age of dark. This was immediately apparent to him when he saw the Furtive Pygmy's servants, the Dark Soul bearer, and their dark-infused weapons and armor.

*"The Ringed Knights, by command of the gods, stood amongst the ranks who set out to slay the dragons, but their contributions were never lauded."*

Gwyn's hatred and terror were reflected in the description of an item called Dragonhead Shield. Gwyn even proceeded to the point that he relocate the pygmies and the bearer of the dark soul outside his realm.

*"For the pygmies, who took the dark soul, the Great Lord gifted the Ringed City, an isolated place at world's end."*

The underlying betrayal veiled by Gwyn's compassion to honor those that supported him on his triumph of taking down the Dragons is described in the description of an item called Small Envoy Banner.



**Figure 2.** The Darksign

*"For this reason the gods cast a seal of fire upon such armor, and those who possessed them."*

As stated in the description of an item called Ringed Knight Armor, the Darksign is a seal formed by Gwyn to restrain man, pygmies, and other dark soul bearers. In addition to unnaturally extending the age of fire, marking humanity with the Darksign triggered a curse on the realm, the curse of the undead. Beings that perish return at bonfires, continuing the cycle of life and death indefinitely until they lose themselves sense of sanity and therefore become hollows. The term "hollow" or "hollowing" indicates to a degenerative state that inevitably leads to total insanity; once a hollow is slain, they no longer resurrect, but are completely dead. Their conflicts of inevitable environmental collapse were expressed through the use of a dualistic moral worldview that crudely contrasted from two sides (Garrard, 2004).

*"By sacrificing himself to link the Fire, and commanding his children to shepherd the humans,*

*Gwyn has blurred your past, to prevent the birth of the Dark Lord."*

In Darkstalker Kaathe's conversation, he reveals that "Lord Gwyn opposed the order of nature." By prolonging the inevitability, Gwyn also might disrupt life in the future both during and after the age of fire. Gwyn and his successors coerce Undead into the flames to act as kindling for the first flame, unnaturally extending the age of fire. burning Humanity, those remnants of the dark, should always maintain the fire ablaze.

*"Once, the Lord of Light banished Dark, and all that stemmed from humanity.  
And men assumed a fleeting form.  
These are the roots of our world."*

According to Aldia, the undead are humanity's true form and are only perceived as a curse by individuals that believed the age of fire is natural. The curse is inflicted by a fire seal Gwyn cast on humanity, that locks away the true power of the dark souls. This was the first sin and it irreversibly altered the nature of the world. Humanity remains eternally torn between light and dark.

## **2. The Consequences of the Disruption of the Natural Order**

Since the first flame is fading but has been stalled due to the tampering of the firelinking ritual by Gwyn and those do not desire the age of fire to cease, the world's time and space have become distorted.

*"The flow of time itself is convoluted; with heroes centuries old phasing in and out. The very fabric wavers, and relations shift and obscure."*

Solaire confirms this during one of his interactions, revealing that the only possible explanation he can encounter the player is due to the warped flow of time. He also implies that the player might encounter other individuals as a byproduct of this distortion. Ghostly characters keep the player company as they sit by a bonfire, adventurers fighting unknown foes, and warriors getting killed in combat (Vella, 2015).

*"... This place is simply mad ... Legendary heroes popping up left and right ..."*

The Crestfallen warrior you encountered do seem to support Solaire's assertion about the distorted passage of time, considering that he appeared to be surprised to encounter many heroes from the past.

The warning is presented in terms of absolute authority (Garrard, 2004). The waning of the first flame also exposed humanity to the so-called undead curse. Beings that perish return at bonfires, continuing the cycle of life and death indefinitely until they lose themselves sense of sanity and therefore become hollows. Death in Dark Souls is both a ruthless and wary ruler (Illger, 2021). The term "hollow" or "hollowing" indicates to a degenerative state that inevitably leads to total insanity, and once a hollow is slain, they no longer resurrect, but are completely dead.

The universe of Dark Souls is harsh, not merely to the players, but also to every individual that have lived there. The never-ending collapse of an age, with anything and everything unraveling, including the logic of the universe itself. Dark Souls instills a sense of futility as the player observes the surroundings throughout their journey (Ford, 2020).



**Figure 3.** Oscar Dying

*"You're no Hollow, eh? Thank goodness... I'm done for, I'm afraid... I'll die soon, then lose my sanity..."*

Several of the individuals the player encountered had a predicament or possibly a tragic fate. The tragic actor, as a result, has very little option but to take a side in a schematically drawn struggle of moral ambiguity (Garrard, 2004). Oscar, the individual that helped the player leave the asylum by handing them the key to their confinement chamber. The player encountered Oscar again, this time with him dying after being presumably beaten by the Asylum Demon, the guardian of the asylum. Oscar disclosed a tale about The Chosen Undead and was meant to accomplish the tale, but tragedy struck as Oscar lies dying in the asylum turning hollow. Oscar's purpose in the Asylum could well be connected to the tale he told about The Chosen Undead. According to the tale, an undead escapes the Asylum in what seems like an endeavor to ring the bell of awakening, which will unveil the fate of the undead who rang the bell. Hope has consistently been the most essential motivator behind dystopia (Gerald & Charlotte, 2016).



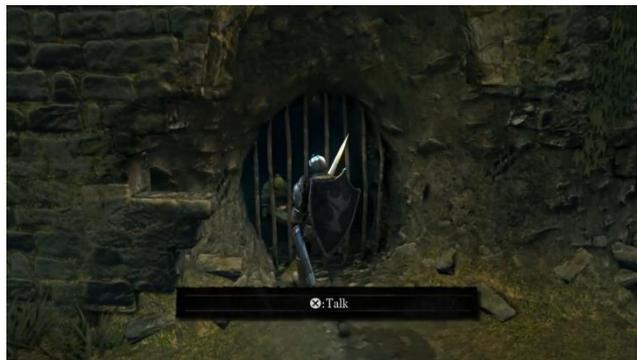
**Figure 4.** Solaire Going Insane

*"...Finally, I have found it, I have!... ..My very own sun..."*

Solaire is the individual who informs the player about the nature of the world. Solaire hails from the faraway land of Astora and his ambition is to find his own sun. Solaire gives the player an item that the player can employ to summon other undead as spirits to provide assistance to the caller. The item is noteworthy because, given the unpredictable nature of the flow of time, the player must overcome their challenges alone; the item acts as a means to traverse the gap between worlds to aid individuals that have called. The player can summon Solaire to help the player overcome bosses; he has done so several times throughout the player's journey.

*"When worn on the head, it emanates blinding light, which is why it's known as a Sunlight Maggot."*

The radiance he emanates whenever you encounter him, the way he interacts with the player, and the fact that he helps the player are all reasons Solaire is respected in the community and that killing him is deemed a vile act. Unfortunately, towards the end of the player's journey, the player crosses paths with Solaire for the final time, as Solaire loses his mind and attacks the player, forcing the player to kill him. Inside the fictional field of view, human subjectivity is authentic but imperfect (Garrard, 2004). Solaire ends up losing his mind due to desperation on his journey to find his sun. On Solaire's journey, he uncovers an item called sunlight maggot that resembles a sun. Solaire donned it as he thought he had finally found his sun, but in fact, he found a cursed item that would drive him insane.



**Figure 5.** Anastacia Behind Bars

*"...Please, if you have any heart...Leave me be...I wish not to speak..."*

Anastacia, also known as Ash Maiden, is a fire keeper who maintains a bonfire in Firelink Shrine during the player's early journey. Fire keepers are the custodians of a bonfire since a fire keeper accompanies each bonfire lit, and the bonfire could very well die if its fire keeper dies. Fire keepers can also give their service to the player to upgrade their healing item. Anastacia was originally mute and only offered her service in silence. Although she is mute, this doesn't hinder her from doing her job and service when needed. For unknown reasons, Anastacia was killed by Lautrec, perhaps to obtain a fire keeper soul. The fire keeper soul is valuable because improving the healing item involves obtaining a Fire Keeper Soul in an offering for upgrading the item. Lautrec's deeds of intentionally killing Anastacia extinguish the bonfire she maintains, preventing the player from utilizing it.

*"Was the Ash Maiden locked in this dark prison for some transgression, or by her own will?"*

Anastacia can be resurrected by placing her soul in the original location where she resides. By resurrecting Anastacia, the revival also restored her voice, and she can now converse with the player. Unfortunately, Anastacia only says a few words because she refuses to continue to talk. Crestfallen Warrior stated in his dialogue that Anastacia's tongue was severed so that she would not speak of the Lord's name in vain. Individual actors are commonly contradicted and complicated morally (Garrard, 2004). The ash maiden soul item description implies that her imprisonment was self-imposed rather than imposed as a punishment. The self-imposed imprisonment is also supported by evidence that she might have cut her tongue to avoid offending anyone, notably the lords, as she explained that her tongue is impure.

## CONCLUSION

In conclusion to this study, the disruption of nature affects is not only nature itself, but also the people living there and the world in which both nature and people live. Ecocriticism depicts how the disruption of natural order caused irreversible damage to the world. Disrupting nature can be fatal, as nature is one of the important aspects that the world needs. Because of Gywn's actions to halt the waning of the first flame and retain the age of fire, the people suffered from this action as the consequences befell the people that still live. While the disruption may not have an effect today, the one who paid the price is ultimately those in the future. *Dark Souls* depicts the destruction of nature through the background environment and subtle storytelling; through one's interpretation, the story is revealed. Video games can be a literary device to express and even give a concrete experience to those that play.

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