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Aldia Key

In-Game Description

Key used in the mansion of Aldia.

King Vendrick condemned his own elder brother to the mansion.

They both sought the truth, but through different means, and their fervor meant the eventual withering of their familial ties.

Use

Opens a door in the Aldia's Keep corridor, opposite the entrance to the area where the bonfire is located. It contains two Dragon Acolytes and a caged Giant Acid Horn Beetle.

Availability

Dark Souls II

In Aldia's Keep, near the hidden Ritual Site bonfire, there is a corrosive acid pool guarded by two enemies. The key is on a corpse there.

Scholar of the First Sin

The key is dropped by the Bone Dragon at the entrance. To make it drop the key you have to light 4 braziers that are located in the keep, and kill the phantoms that spawn.

- First one is located right behind the dragons head.
- Second one is located at the top level to the right
- Third one is located at the acid pit,
- Fourth is located infrot of the locked room with a chest behind it.

- First and second will spawn scythe wielding dark phantoms while third and fourth will spawn 2H sword wielding phantoms

Antiquated Key

In-Game Description

This key is very old, but in very good condition, such that it should still function.

Only, what lock does this key fit?

Use

Opens the locked door inside the boarded-up room with the boarded-up archways, connecting the two courtyard areas after the Exile Holding Cells and past the Servant's Quarters.

Availability

Inside a chest in the Lost Bastille. Starting from the Tower Apart bonfire, veer to the building on the left instead of going straight towards Lucatiel's tower. Fight through the room with the guard, dogs and gunpowder and leave through the door on the ground floor. The chest is sitting right outside.

Notes

- The boarded-up room is a way to access the first bonfire and the Heide Knight for those that hitch a ride to the Tower Apart instead of coming in by ship.

Ashen Mist Heart

In-Game Description

*Manifestation of ashen mist
received from the ancient dragon.*

*The magic of the ancient dragon allows one
to delve into the memories of the withered.*

Use

Allows the player to access various memories for around five minutes at a time.

- Access the Memory of Orro in the area just after the Pursuer's boss fight arena in Forest of Fallen Giants.
- Access the Memory of Vammar in the area close to where you encounter Mild Mannered Pate for the first time in Forest of Fallen Giants.
- Access the Memory of Jeigh in the area behind the King's Door in Forest of Fallen Giants.
- Access the Dragon Memories in the area where the Duke's Dear Freja was fought in Brightstone Cove Tseldora.
- Access the Memory of the King where you get the King's Ring in Undead Crypt.
- Access the Memory of the Old Iron King near the Smelter Throne bonfire in Brume Tower.

Availability

Speak with the Ancient Dragon at the Dragon Shrine.

Dropped by the Ancient Dragon if you didn't talk to him before attacking.

Bastille Key

In-Game Description

Key to the cells of the Lost Bastille.

Long ago, a bastille lord, driven to desperation by the rapid spread of curse across the land, began to see each subject as a carrier of the blight, and locked them away in droves.

This entire bastille was turned into a prison, and left abandoned to rot with its prisoners.

Use

- Unlocks doors on either side of the entrance to The Lost Sinner.
- Unlocks a cell before approach to The Lost Sinner.
- Unlocks the locked door at Steady Hand McDuff's workshop.
- Unlocks the cell next to Straid of Olaphis. On a corpse inside the cell is a Petrified Dragon Bone.
- Not to be confused with the Antiquated Key, which opens another section in the Lost Bastille, accessing the cage elevator which leads to Straid.

Availability

Dark Souls II

Located on corpse near the Upper Ramparts Bonfire in Belfry Luna, after the Belfry Gargoyles boss fight.

Scholar of the First Sin

At the end of a ledge beyond the Servants Quarters bonfire in The Lost Bastille, behind some junk. A swordsman will attack you from behind as you pick it up.

Brightstone Key

In-Game Description

Key to the Brightstone Cove Tseldora.

The eccentric Lord Tseldora, known for his fascination with spiders, built a town and a personal fortune by mining brightstone.

One day, the town was overrun by spiders, but lord Tseldora only stood by and watched, eerily contented.

Use

Opens up the locked door in the cathedral right above Freja's lair.

Availability

Dropped by Duke Tseldora in the Lord's Private Chamber, right after killing the Duke's Dear Freja.

Dragon Stone

In Game Description

An extremely solid stone.

Used to operate the Eternal Sanctum contraption.

*The heirloom of a race that discovered
a dragon, worshipped its magnificence,
and perished by its side.*

Use

Raises the bridge to the bottom half of Dragon's Sanctum.

Availability

In Dragon's Sanctum, found in a metal chest near the first bonfire, Hidden Sanctum Chamber. The door to the chest is opened by hitting a switch.

Dragon Talon

In Game Description

A terribly worn dragon talon.

Legend has it that in the deepest reaches of the Black Gulch, behind a door locked from the inside, is a magnificent city built for a great slumbering dragon.

This talon clearly dates to ancient times, but great vitality emanates from it still.

Use

Opens the door leading to Shulva, Sanctum City in Black Gulch, behind the Rotten's Primal Bonfire.

Availability

Dark Souls II

Granted immediately upon loading the game if the player owns the Crown of the Sunken King DLC.

Scholar of the First Sin

The Dragon Talon can be found in the room opened with the Forgotten Key, found in the pit in Majula.

Dull Ember

In-Game Description

An ember radiating a dull light.

*This flame seems nearly exhausted,
but exhibits an eerie resilience.
Perhaps this is its ordinary state?*

Use

When given to Steady Hand McDuff, he will become available as a blacksmith/merchant who can infuse weapons.

Availability

Dark Souls II: In Iron Keep, from the Smelter Demon fog wall, head directly away and jump onto the area with the chest. From there, jump down onto the partial staircase to find the Ember.

Dark Souls II: Scholar of the First Sin: In The Lost Bastille: In a chest next to the The Tower Apart bonfire where you are dropped off after fighting the Pursuer.

Eternal Sanctum Key

In-Game Description

Key to the inner chamber of the Eternal Sanctum.

*The Sunken King erected the
Eternal Sanctum to shelter Sinh the Dragon.*

*The Sanctum appears to be a solemn temple,
but it is filled with devilish creatures that
ensure no trespasser shall cause offense.*

Use

Opens a locked section of Dragon's Sanctum, leading to the third bonfire as well as the Cave of the Dead.

Availability

Found in Dragon's Sanctum, guarded by four Sanctum Knights.

Eye of the Priestess

In-Game Description

*The eye of the first priestess
who watched over Eleum Loyce.
Allows one to see the unseen.*

*All the great priestesses replaced
one of their birth eyes with this,
returning it after their term was complete.*

Use

Allows you to see Aava, the King's Pet and NPC summon signs, as well as the invisible Knight enemies and a ladder.

In the **Scholar of the First Sin**, the Eye will allow you to see the invisible Forest Guardians, the invisible Hollow Infantry and the invisible Great Moths.

Availability

On the glowing structure in Frozen Eleum Loyce.

Fang Key

In-Game Description

A strange key shaped like a wild beast's fang.

What manner of dilettante would create such a key, and what might it unlock?

Use

Opens a door in a cave in the cliff near the Shaded Woods Shaded Ruins bonfire. This frees Weaponsmith Ornifex.

Go to the open area past the bonfire with Lion Clan Warriors and drop down the boarded-up hole in the ground. In Dark Souls II the Giant Basilisk is in this area, in Scholar of the First Sin it's empty. When you drop into the hole, beware of Basilisks.

Availability

Use a Fragrant Branch of Yore on the Lion Clan Warrior visible to the right of the Shaded Ruins bonfire, across the gap.

Forgotten Key

In-Game Description

Key found in the Gutter.

Intricately designed, but of unknown origin.

All manner of terrible things have been cast into the Gutter in Majula, forming a settlement of filth and chaos.

Use

The key can be used to open the following doors:

- In Black Gulch right above where you find the cave entrance to the two Elite Giants which drop the key, leads to Darkdiver Grandahl.
- In Majula if you drop down to the Pit in front of the Mansion, or climb down the 12,000 soul ladder bought from Laddersmith Gilligan, you will find an iron ladder leading up to another door. Through the door is a room with three metal chests which contain the Witchtree Branch and Witchtree Bellvine, Soul Vortex, and Great Lightning Spear. A corpse in the room will hold the Dragon Talon in Scholar of the First Sin
- In the Gutter if you take a left from the first bonfire, jump onto a lower building with two hollows (one which wields a torch), and then take the ladder up to a room filled with countless Poison Shooting Statues, you will find another door. Inside is Havel's Set and Havel's Greatshield.

Availability

Dropped by the two Elite Giants in Black Gulch.

From the first bonfire walk downwards, until the first worm attacks you from the wall. At this point walk off the cliff on the right side. You will land on a ledge with a door, which you will be able to open as soon as you have the Forgotten Key. Look for a corpse underneath the ledge and drop

down towards it. From there you will be able to drop to an even lower ledge with a cave entrance. Inside this cave entrance you will find two Elite Giants. The second one will always drop the key and a Soul of a Giant.

Notes

- Poison Arrows are helpful if you have trouble killing the Giants.
- Using a bow and large amounts of arrows one can hide inside one of the two smaller caverns in the area (preferably the one with the chest due to its larger size and lack of holes to fall into) and shoot arrows from within the relative safety of the smaller caverns although on occasion some of the Elite Giant's attacks will connect through the wall.
- Fast way to the Forgotten Key: Rush the Dragonrider and get to Lonesome Gavlan in Norman's Wharf and buy 20 poison throwing knives, buy the Silvercat Ring in Majula and go into the Gutter. From there, make a run for the Black Gulch and kill the giants with poison. If you hit all knives, you will still need to finish off one giant with melee, if you do not have another ranged option. It takes four knives to poison a giant; applying poison two times almost kills them.

Frozen Flower

In-Game Description

*A stone ornament shaped like a flower.
Cold enough to dampen the greatest heat.*

*Opens the door to a new path from
the Shrine of Winter, found on the road
to the great castle.*

Use

Opens the door to Frozen Eleum Loyce, which can be accessed from the Shrine of Winter.

Availability

Dark Souls II

Granted immediately upon loading the game if the player owns the Crown of the Ivory King DLC.

Scholar of the First Sin

From the King's Gate bonfire in Drangleic Castle, enter the room with the six doors, and go through the immediate rightmost door. The key can be found on a corpse in front of a Ruin Sentry statue. Be cautious as nearby petrified Royal Swordsmen will come to life and attack after picking up the key.

Garrison Ward Key

In-Game Description

Opens the Garrison Ward of Eleum Loyce.

*The Garrison Ward was built to confine the Chaos,
and Eleum Knights remain there today,
waiting for someone to lead
the advance on the swollen flame
faithful to the King's final orders.*

Use

Opens the locked gate on the ramparts of Frozen Eleum Loyce. Unlocks access to Frigid Outskirts and the Expulsion Chamber bonfire.

Availability

You must have defeated Aava, the King's Pet and spoken to Alsanna, Silent Oracle. From the Outer Wall bonfire, follow the normal path all the way until just before the drop to the Abandoned Dwelling bonfire. Outside that building, there should be a new path forward. Take it and light the sconces to open the stone door. Enter the cave and defeat the Flexile Sentry at the end, who is guarding the corpse holding the Garrison Ward Key.

Giant's Kinship

In-Game Description

*Each king has his rightful throne.
And when he sits upon it,
he sees what he chooses to see.*

*Or perhaps, it is the throne,
which shows the king only what he wants.*

*The flames roar, but will soon begin to fade,
and only a worthy heir might burnish their light.
What is it, truly, a claimant of the throne
could desire?*

Use

This item is required to trigger the encounter with Nashandra in the Throne of Want.

Availability

Obtained by defeating the Giant Lord in the Memory of Jeigh.

Notes

The purpose of this item is in lore only, as the game doesn't check its presence in your inventory as a requirement to encounter Nashandra.

Obtaining this item through illegitimate means won't allow the fight to begin, the only relevant trigger is having defeated the Giant Lord.

Heavy Iron Key



In-Game Description

A piece of iron shaped like a key.

Past the altar deep within the Iron Keep and through a door is the tower that the Old Iron King used to produce iron.

The unearthly weight of this chunk of iron is a reminder of the Iron King's own immeasurable strength.

Use

Opens the door leading to Brume Tower in Iron Keep, behind the Old Iron King's Primal Bonfire.

Availability

Dark Souls II

Granted immediately upon loading the game if the player owns the Crown of the Old Iron King DLC.

Scholar of the First Sin

Found in bottom of the salamander pit in the Forest of Fallen Giants. It is located on a skeleton along with the Rebel's Greatshield, just before the opening leading to the fire longsword.

House Key

In-Game Description

*Key to the abandoned house in Majula.
Received from Cale the Cartographer.*

*In the past, Majula served as a dumping ground
for horrible things, but is now a gathering place
for those with no better place to go.*

*It seems this house in Majula was the final
home for a few such souls.*

Use

Opens the mansion in Majula.

Availability

Obtained in Forest of Fallen Giants from Cale the Cartographer.

Iron Key

Description

Key to the iron door of the Iron Keep.

*The Old Iron King's castle sunk into a lake
of fire, weighed down by the castle's iron,
and the burden of the king's conceit.*

*Over the ages, the iron was stripped from
the castle by opportunistic passers-by.
The iron door, too, must be somewhere, far away.*

Use

Used on the locked door right before the Last Giant in the Forest of Fallen Giants, just below the Cardinal Tower bonfire.

Availability

Located very early on in the Iron Keep.

It is the loot under the fire breathing statue past the second pair of Alonne Knights. To access it you must douse the flame or pull the lever located at the Eygil's Idol bonfire, which is the third bonfire in Iron Keep.

Alternatively you can just grab the key, but you will mostly likely die from the fire damage.

Key to King's Passage

In-Game Description

*Key to the King's Passage,
inside Drangleic Castle.*

*King Vendrick tried all manner of things to
purge the curse that threatened his kingdom.*

*But when every last attempt failed,
the King fled through the King's Passage.*

Use

Opens the door to the King's Passage inside Drangleic Castle, leading to a boss encounter with the Looking Glass Knight.

Availability

In Drangleic Castle, take the lift to a room where a Milfanito is locked inside a cage. The key is in one of the metal chest.

Ladder Miniature

In-Game Description

A small ornamental ladder.

A quaint little thing, but only for show.

This ornament does not seem to have any particular function, and should not be worth much, but is sold at an exorbitant price.

Use

Given to Royal Sorcerer Navlaan as proof that you have killed Laddersmith Gilligan.

Availability

Can be obtained by killing Laddersmith Gilligan or by purchasing it from him for 7,999 souls at Majula, or 6,399 souls when first meeting him at Earthen Peak.

Lenigrast's Key

In-Game Description

Key of Blacksmith Lenigrast of Majula.

Majula, the land of exiles, is comprised of abandoned old houses, one of which Lenigrast has fashioned into a workshop.

Use

Opens the door to Blacksmith Lenigrast's shop in Majula.

Availability

Purchased for 1,000 souls from Merchant Hag Melentia in Forest of Fallen Giants. She is next to the Cardinal Tower bonfire.

Rotunda Lockstone

In-Game Description

*A stone which rotates the Majula Rotunda.
Insert into the central pillar to align
the rotunda with a different passageway.*

*Nothing magical about it,
but a fine feat of engineering.*

Use

Opens the entrance to Huntsman's Copse.

Availability

Dropped by Licia Of Lindeldt.

Scorching Iron Scepter

In-Game Description

*A scorching-hot iron scepter.
Used to activate contraptions by
transferring heat to Brume Tower.*

*When the Old Iron King wrested this
dilapidated region from kingdom
of Venn, the act required all the resources
the enfeebled lord could muster. But with the
discovery of this iron-producing miracle,
he was reborn as a powerful leader.*

Use

Activates the machinery in Brume Tower.

Availability

Brume Tower treasure.
At the bottom of the tower full of Scorchers.

Soldier Key

In-Game Description

Key to the soldier's door in the Forest of Fallen Giants.

*A fort was erected in the forest to face the Giants,
but now the soldiers are lost and Hollowed.*

*They are enfeebled, but not without honor,
and continue to steadfastly defend their country.*

Use

Opens several doors in Forest of Fallen Giants. They can be identified by the metal grates that cover them.

Availability

Dropped by the Last Giant.

Tower Key

In Game Description

Key that opens the door to Brume Tower.

Long ago, the tower used to produce a seemingly endless supply of iron. The King used it to create iron soldiers and an iron castle. Legend has it he even tried his hand at forging a dragon out of iron.

Use

Opens various doors in Brume Tower.

Availability

Found in Brume Tower, on an ash-filled platform packed with corpses.

After the Scorching Iron Scepter contraption is activated, take an elevator down one level. Go through the doorway leading outside, the key is on a corpse on the far side of the ashen platform. There are three Iron Warriors that will emerge from the ash.

Tseldora Den Key

In-Game Description

Key to the den in Brightstone Cove Tseldora.

*The fools that venture into Tseldora, unaware of
the ancient deeds that still haunt the cove,
are transfigured into unspeakable malformations.*

Use

Opens the door to a den in Brightstone Cove Tseldora, right before the area with spikes. The door to the house is "Too heavy to open" so you must break it. Once its broken you'll be pushed back by a wave of sand and it'll be clear to enter. The door that needs this key is inside.

Availability

Given by Creighton The Wanderer or Mild Mannered Pate if you decide to help one of them in their fight in Brightstone Cove Tseldora. It opens the door to a house down from the house where they fight.

Notes

- You must do more damage than the person you chose to aid in order to get the key as a reward.
- Watch out, the wooden chest inside the den is trapped with a bomb.

Undead Lockaway Key

In-Game Description

Key to the prison in the Huntsman's Copse.

The Undead hunts during the reign of the Iron King took place in this forest, and the cells in which the Undead were held still stand there to this day. However, the march of time has eroded any difference between the captors and the captives.

Use

Opens a prison hut in Huntsman's Copse. Creighton the Wanderer is found inside, aswell as a bonfire.

Availability

Dark Souls II

Found in Huntsman's Copse, from the Undead Lockaway bonfire, in a round building located on the ledge that leads towards the waterfall. The key is on a corpse inside. It's guarded by Rogues.

Scholar of the First Sin

Found in Huntsman's Copse, from the Undead Lockaway bonfire. On the high ground in the middle of the area, the key is guarded by Merciless Roenna.