

# Keys

Icon	Name	Availability	Opens	Special note
	Aldia Key	<b>Dark Souls II:</b> Located in the acid pool in Aldia's Keep <b>Scholar of the First Sin:</b> Dropped by the Bone Dragon after lighting the four braziers found within Aldia's Keep	One door in Aldia's Keep	
	Antiquated Key	Obtained from a metal chest in The Lost Bastille near the The Tower Apart Bonfire.	A shortcut near the Servant's Quarters bonfire	
	Ashen Mist Heart	Obtained by speaking to the Ancient Dragon in Dragon Shrine.	Access the memories of Jeigh, Orro, Vammar & the Ancient Dragon.	Required
	Bastille Key	<b>Dark Souls II:</b> Obtained in Belfry Luna after defeating the Belfry Gargoyles. <b>Scholar of the First Sin:</b> At the end of a ledge beyond the Servants Quarters bonfire in The Lost Bastille, behind some junk.	One jail door, two gates on the upper parts and two doors where you can lit the boss room; One door near Steady Hand McDuff	
	Brightstone Key	Obtained by defeating Duke Tseldora	The door inside a large chapel building just before The Duke's Dear Freja, where Giant Spiders hang from the ceiling	
	Dragon Talon	<b>Dark Souls II:</b> Obtained upon loading the game if player owns Crown of the Sunken King DLC <b>Scholar of the First Sin:</b> Found in the room unlocked by the Forgotten Key in the pit in Majula.	Unlocks door to Shulva, Sanctum City in Black Gulch	DLC item

	Dragon Stone	Obtained in Dragon's Sanctum	Raises bridge in Dragon's Sanctum	DLC item
	Dull Ember	<b>Dark Souls II:</b> Treasure in Iron Keep <b>Scholar of the First Sin:</b> Found in a metal chest by the Tower Apart bonfire in The Lost Bastille.	Services of Steady Hand McDuff	
	Eternal Sanctum Key	Obtained from a corpse in Dragon's Sanctum behind a group of Sanctum Knights	Unlocks door in Dragon's Sanctum, giving access to the third bonfire and Cave of the Dead	DLC item
	Eye of the Priestess	Found on the glowing structure in Frozen Eleum Loyce.	See the unseen.	DLC item
	Fang Key	Defeat petrified lion-clan-warrior next to pushable tree in Shaded Woods	Unlocks Weaponsmith Ornifex's cell in Shaded Woods underground.	
	Forgotten Key	Black Gulch, after defeating the two Elite Giants	Door to Darkdiver Grandahl in Black Gulch; doors containing chests in The Pit in Majula and The Gutter	
	Frozen Flower	<b>Dark Souls II:</b> Obtained upon loading the game if player owns Crown of the Ivory King DLC <b>Scholar of the First Sin:</b> Found on the route from the King's Gate bonfire, in the rooms with stone statues.	Unlocks door to Frozen Eleum Loyce	DLC item
	Garrison Ward Key	Obtained from a cave in Frozen Eleum Loyce.	Opens the locked gate to the Expulsion Chamber bonfire, allowing the player access to Frigid Outskirts.	DLC item
	Giant's Kinship	Obtained by defeating the Giant Lord in Memory of Jeigh	The item required in order to start fight with Nashandra after defeating Throne Defender & Throne Watcher	Required

	Heavy Iron Key	<b>Dark Souls II:</b> Obtained upon loading the game if player owns Crown of the Old Iron King DLC <b>Scholar of the First Sin:</b> Found in the Flame Salamander pit below the Cardinal Tower bonfire in the Forest of Fallen Giants.	Unlocks door to Brume Tower in Iron Keep.	DLC Item
	House Key	Exhaust dialogue with Cale the Cartographer in Forest of Fallen Giants	Opens Majula mansion	
	Iron Key	Obtained in Iron Keep. In front of the first fire-breathing statue.	Door in Forest of Fallen Giants right before The Last Giant boss arena.	
	Key to King's Passage	In a chest located after taking the elevator in Central Drangleic Castle	Door to King's Passage, leading to Looking Glass Knight in Drangleic Castle. It's right next to the same elevator.	Required
	Key to the Embedded	Acquired by defeating Demon of Song	Unlock the cage atop Central Drangleic Castle's elevator	
	Ladder Miniature	Given by Laddersmith Gilligan, either from buying it or defeating him.	Nothing	Proof of Gilligan's death for Royal Sorcerer Navlaan
	Lenigrast's Key	Purchased from Merchant Hag Melentia	Blacksmith Lenigrast's shop in Majula	
	Rotunda Lockstone	Dropped by Licia of Lindeldt	Used to rotate the contraption near Majula to access Huntsman's Copse	
	Scorching Iron Scepter	Brume Tower treasure.	Activates the machinery in Brume Tower.	DLC Item

	Soldier Key	Acquired by defeating The Last Giant	Opens the four doors in Forest of Fallen Giants. One leads to one of the King's Gates, one to the Soldier's Rest Bonfire, one to The Pursuer and one above the Cardinal Tower Bonfire. (This one can also be broken.)	
	Tower Key	Found in Brume Tower	Opens various doors in Brume Tower.	DLC Item
	Tseldora Den Key	Given by Mild-Mannered Pate or Creighton The Wanderer	The den at the bottom of Brightstone Cove Tseldora. Behind the door that is "too heavy to open".	
	Undead Lockaway Key	<b>Dark Souls II:</b> Located in Huntsman's Copse in a round building on the cliff <b>Scholar of the First Sin:</b> Found on a corpse on the high ground near the middle of the area around the Undead Lockaway bonfire. Guarded by Merciless Roenna.	The Undead Lockaway bonfire in Huntsman's Copse	

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