

Aldia's Keep

Quick Reference

Boss	NPCs	Notable Loot	Enemies	Enemy Drops
Guardian Dragon	Royal Sorcerer Navlaan	Northern Ritual Band +2 Soul Geyser Great Magic Barrier Malformed Shell Aldia Key Fire Seed 3x Petrified Dragon Bone 2x Bonfire Ascetic	Rabid Kobold Mimic Ogre Mirror Squire Red Crystal Lizard Basilisk Giant Basilisk Dragon Acolyte Enhanced Undead Hunting Dog Giant Acid Horn Beetle Invader Aslatiel of Mirrah Invader Royal Sorcerer Navlaan <i>Scholar of the First Sin:</i> Belfry Gargoyle (x1) Prowling Magus <i>Bonfire Intensity 2+ only enemies:</i> Roaming Soul Painting Guardian Phantom	Shotel Crescent Axe Drakekeeper's Greataxe Black Knight Ultra Greatsword Black Knight Greataxe Black Knight Greatsword Black Knight Halberd Affinity Dark Mask Sunset Staff Dragon Sage Hood Dragon Acolyte Set Aldia Hammer Bone Shield Malformed Shell Chaos Shield Chaos Rapier Old Mirrah Greatsword Monastery Set Monastery Scimitar

Description

*In the far eastern outskirts of Drangleic lies an old manor that is now long forgotten.
As it should be, for the things that lurk there are better left unknown.*¹

A murky keep, home to an experimental lord. Requires King's Ring to access.

Connections

- Shaded Woods, take the middle path at the Ruined Fork Road bonfire.

- Dragon Aerie

Bonfires

- **Foregarden**

Inside a wooden hut in the courtyard.

- **Ritual Site**

Once past the dragon statue and in the hall, enter the room behind and to the left of the caged ogre. You should see a staircase going down, in the middle of the staircase will be a landing, there is an illusionary wall on the left here concealing the bonfire.

Walkthrough

Map (Japanese)

Item Guide

Aldia's Keep Video Walkthrough w/ Boss

Loot

Dark Souls II

+ show block – hide block

Courtyard

- The Rabid Kobolds in the garden may drop the Black Knight Greataxe, Black Knight Halberd, Black Knight Ultra Greatsword and the Black Knight Greatsword as well as some other noteworthy weapons and a hex, Affinity.
- A Fire Seed is to the right of the stairs leading into the keep itself.

Main Hall

- Northern Ritual Band +2 is found near the Mirror Squires.

- Go up the main stairs and to the right. Great Magic Barrier can be found here in an iron chest.
- Two Bonfire Ascetics are in an iron chest at the top of the main stairs, to the right.

Hallway

- In the acid pit you can pick up the Aldia Key, Soul Geyser, 4x Corrosive Urn and Large Soul of a Nameless Soldier.
 - The soul is a Soul of a Hero at Bonfire Intensity 2+.
- A Malformed Shell can be found in the chest behind the door locked with chains. Release the Ogre and lure him to the door. Let him smash the wall to get to the chest.

Dark Souls II: Scholar of the First Sin

+ show block - hide block

Courtyard

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Main Hall

- Northern Ritual Band +2 is found near the Mirror Squires.
- Go up the main stairs and to the right. Great Magic Barrier can be found here in an iron chest.
- Two Bonfire Ascetics are in an iron chest at the top of the main stairs, to the right.
- The petrified Ogre drops Dragon Acolyte Mask if released and defeated.
- One of the two petrified Undead Travelers near the Giant Basilisk drops a Bonfire Ascetic if released and defeated. The other drops Wilted Dusk Herb x2 and Elizabeth Mushroom x2.

Hallway

- In the acid pit you can pick up the spell Soul Geyser, 4x Corrosive Urn and Large Soul of a Nameless Soldier.
 - The soul is a Soul of a Hero at Bonfire Intensity 2+.
- A Malformed Shell can be found in the chest behind the door locked with chains. Release the Ogre and lure him to the door. Let him smash the wall to get to the chest.
- The mimic that is held within the cage drops a Fragrant Branch of Yore.
- The mimic that is held within the cage closest to the Foregarden bonfire drops a Black Witch's Staff.

Locked Laboratory

- The wooden chest mimic next to the cleaver contains 2 Cracked Red Eye Orb
- The other wooden chest mimic contains 3 Wilted Dusk Herb.
- The regular mimic contains 1 Bonfire Ascetic.
- The corpse in the corner is holding a Large Soul of a Proud Knight. The corpse on the table also has a Large Soul of a Proud Knight.

Notes

- Do not pull the lever under the main staircase or Royal Sorcerer Navlaan's questline becomes unavailable.
- Royal Sorcerer Navlaan will invade near the fog door to Guardian Dragon if you pulled the lever.
- At Bonfire Intensity 2+, a Painting Guardian Phantom can be found behind one of the paintings in the hallway.
- *Dark Soul II: Scholar of the First Sin:*
 - To release the creatures in the high cages, you'll need to enter the Locked Laboratory and pull the cage lever.
 - In order to access the Locked Laboratory, you'll need to light all four sconces scattered across the zone, defeat all four resulting Forlorn invaders, and return to the main hall with the dragon skeleton. The dragon skeleton will animate and lunge forward, potentially destroying the Basilisk cart and possibly killing you if you're in the way. The top half of the dragon skeleton will then disappear, and Aldia Key will automatically be added to your inventory.
- You'll encounter carts which are apparently being shaken by what's contained within. There's two in the entryway and two in the back hallway. The ones in the back hallway can be smashed open by Ogres, revealing respawning Basilisks. The one near the entry stairs can be smashed by the animated dragon skeleton as it lunges, revealing a Basilisk. The other very first entryway cart may not seem like it can be broken open, but If you manage to drag the entry stair ogre over to it and have it smash it, you'll find that this cart is actually empty - the developers may not have anticipated anyone opening it.

Footnotes 1. Homunculus Mace description.

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