

Iron Keep

Quick Reference

Boss	Mini-Boss	NPCs	Notable Loot	Enemies	Enemy Drops
Smelter Demon Old Iron King	The Pursuer	Magerold of Lanafir Lucatiel of Mirrah	Dull Ember Chaos Storm Covetous Gold Serpent Ring Life Ring +1 Thunder Quartz Ring +1 Simpleton's Spice Zweihander Black Knight Greataxe Lightning Short Bow +1 Sublime Bone Dust (DS II only) Bonfire Ascetic	Ironclad Soldier Alonne Knight Alonne Knight Captain Mimic (DS II only) Crystal Lizard (DS II only) <i>Bonfire Intensity</i> <i>2+ only enemies:</i> Red Phantom Alonne Knight Red Phantom Alonne Knight Captain Roaming Soul Ironclad Warrior Phantom	Ironclad Set Alonne Knight Set Alonne Captain Set Set Blacksteel Katana Alonne Greatbow Lightning Winged Spear (DS II only) Dark Armor (DS II only) Ring of Blades +1

Description

A massive iron fortress, built by the Iron King. The tremendous weight of the iron structure caused it to sink into the ground and be consumed by fire.

Connections

- Earthen Peak
- Belfry Sol
- Brume Tower (DLC)

Bonfires

- **Threshold Bridge**
Down the stairs on the left when you enter the area.

- **Ironhearth Hall**

Directly after the Smelter Demon boss.

- **Eygil's Idol**

In the last rectangular room before you fight the Old Iron King boss. Look to the left, past the fire spitting bulls; there's a ladder leading to the bonfire.

Notes

- This area is full of enemies that are best dealt with ranged attacks.
- You will encounter items that are placed in lava throughout the level. Unlike in Dark Souls there is no lava protection ring, instead you should cast the Flash Sweat pyromancy or the Great Magic Barrier miracle, and use fire resistant items like the Flame Quartz Ring, and the Alonne Knight Set. The level is filled with pots that are full of water. Roll through them to soak yourself in water. This adds to your fire defense.
- You can also use the Pharros contraptions to create healing water sources.
- The summon sign of Lucatiel of Mirrah is right in front of the Smelter Demon's fog wall.

Walkthrough

[Iron Keep Map \(Japanese\)](#)

[Item Guide Part I](#)

[Item Guide Part II](#)

[Iron Keep Video Walkthrough Pt. 1](#)

[Iron Keep Video Walkthrough Pt. 2](#)

[First lava chest](#)

[Second lava chest](#)

1. As you enter the area from Earthen Peak, first head down the stairs to your left to light the Threshold Bridge bonfire. The item in the lava is a Human Effigy - with enough health, Flash Sweat, the Flame Quartz Ring and armor with decent fire resistance, you should be able to pick it up without dying.
2. Cross the bridge towards the courtyard. There are two Alonne Knights guarding the entrance to the keep here. Draw them out, preferably by shooting an arrow at one of them, then walk backwards towards the entrance to the area, keeping one of them just out of striking distance. Their active range doesn't extend all the way across the bridge unless they're actively engaging you, so the one farther away from you will eventually back away, leaving you to deal with the other one on his own. Cross the bridge and dispose of the second knight.
3. In the first room behind the closed door, there are another two Alonne Knights. Walk towards the first one until he reacts, then back out through the door and fight him there. The other one won't follow, for some reason, so you can fight them both separately. The item under the fire is the Iron Key; you can pick it up now if you're careful and have decent fire resistance, or just come back later when you've turned off the fire.
4. The hallway to the right leads to Magerold of Lanafir. The stairs past the arch on the left in the hallway lead to an Alonne Knight and a Pharros Lockstone. You can also roll through the vases here to fireproof yourself and then go back through the window to pick up the Iron Key. There's an illusory wall on the right that leads to a room with a treasure chest with some Fire Arrows and a ballista facing the wall. The wall the ballista is facing is illusory and is directly behind an Alonne Knight. Open the wall and use the ballista to take him out. Be ready, though, because there's another knight you'll have to fight next to him.
5. After speaking with Magerold (he has some information about the history of the Iron Keep that's worth listening to) and browsing his wares, head back and up the stairs. There are three knights in this room, so don't rush in. Draw the one you see immediately out without entering the room and dispose of him first, then head back in. There's a sword-wielding knight on the left and an archer on the right. Both will follow you immediately if you step inside the room, so trigger them and back out. The swordsman's active range is farther and he's faster, so your best bet is to lure him all the way outside of the building, kill him there and then go back in to fight the archer. You don't want him shooting at you while you're fencing with his buddy.
6. Next is a big open area with lava at the bottom and a furnace in the middle. There's an archer around the corner to your right, up on a ledge. First, draw out the swordsman on the pathway to the left. He's quite a ways off in the distance, so get his attention with an arrow (without stepping forward so the archer doesn't see you) then fight him as close to the door as possible. Then deal with the archer; he'll eat quite a few arrows, so just shoot 2-3 at him at a time, then step to the right so he'll fire his arrow into the wall, then step back out and repeat.
7. Now sprint up the pathway on the left. There's an archer on a platform at the far end, so what you want to do is run under the platform, target him, then step back and forth from under the platform in between his shots to shoot arrows at him. There's also an Alonne Captain on the platform farther up; you can aggro him from here with an arrow and he'll come down to fight you, but there's an easier way to deal with him later.
8. Now that you've disposed of both archers, you can move around the center of the area more freely. Walk back the way you came and down the stairs. There is an Alonne Knight down here and a lever. Don't open the door yet, the inside is a furnace and flames will come out immediately. The lever brings down one side of the bridge connecting the two sides of the area. You can now run across and drop down the other side to fight the Smelter Demon if you want; the boss door is guarded by an Alonne Captain, but there's enough room to fight him comfortably here.
9. Also on this side is a gap you can jump across to a chest containing the Zweihander, and if you jump off the right to the small platform with the staircase, you can pick up the Dull Ember for Steady Hand McDuff. Up the stairs from here is a Pharros Lockstone contraption that triggers one of the fountains that increase your fire resistance; you can use this to pick up the items in the lava below.
10. To gain access to the rest of the Iron Keep without defeating the Smelter Demon, drop down from the half-lowered bridge to the walkway below. Up the stairs is a wheel you can turn to shut off the furnace; once you've done this, you can open the doors on either side, and you've opened up the way to the second half of the keep. There is also a lever down here that lowers the other end of the bridge, allowing you to walk back and forth between the two sides of the area. The stairs here going down towards the lava also have a pathway with a chest containing the Phoenix Parma, which requires fire resistance to cross.
11. Inside the now-dead furnace, there are two Large Titanite Shards and a Petrified Dragon Bone. The ladder leads to a narrow walkway guarded by an Alonne Captain with an Old Radiant Lifegem and a Green Blossom at the end. You can fight him here, but it's tough as you're likely to fall off. The small ovens on either side of the path will also detonate if you or the Captain hit them. The easier way to do this is to walk back to about where you killed the archer from under the platform and just snipe him with the bow from over there.
12. Now go back inside the furnace and climb up the ladder. From the beginning of the narrow walkway, shoot the Alonne Captain standing on the top platform to the left. He'll drop down to chase you, which is what you want because now you don't have to fight him up there and risk falling off. Or don't and go fight him if you want. If you don't want to fight him, note that he'll come all the way inside the furnace room, so your exit will be blocked.

Bonfire Intensity 2+ Changes

- There are Red Phantom Alonne Knight Captains that spawn:
 - Right around the corner after opening the door to the Keep.
 - Near the furnace before Smelter Demon.
 - Two inside the furnace itself.
 - On the way to the rooftop after climbing some ladders.
- Red Phantom Alonne Knights also spawn:
 - In the room next to the Dull Ember.
 - On a walkway after the fog wall.
 - Next to the Chaos Storm pyromancy location, guarding the chest itself.
- The loot in inside the furnace changes to Twinkling Titanite and Petrified Dragon Bone.
- The soul item in the platform room changes to a Soul of a Brave Warrior.
- The Destructive Greatarrow chest now has 30x instead of 10x arrows.
- Ironclad Warrior Phantom spawns in the room under the Eygil's Idol bonfire.

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