

# Undead Asylum

Undead Asylum (不死の病室) is the first Location in Dark Souls. It is reached upon the player beginning a new game or New Game+, and leads to [Firelink Shrine](#). It ultimately serves as an introduction to the game's mechanics, namely combat, loot, and death.

## Information

Undead Asylum serves as the game's tutorial, introducing basic mechanics and combat. Players begin imprisoned in a cell and must escape while navigating the dangers of the asylum, including environmental hazards and increasingly powerful foes.

## Area Bosses

### Mandatory

- [Asylum Demon](#)

## Merchants

- Snuggly The Crow, who operates the Warm and Fuzzy Exchange.

## Items

- **Dungeon Cell Key:** Found on a corpse in your cell, used to unlock the cell door.
- **Class-Specific Shield and Weapon:** Located near the Hollow Archer after escaping the [Asylum Demon](#).
- [Estus Flask](#): Received from Oscar of Astora after speaking with him.
- **Undead Asylum F2 East Key:** Also obtained from Oscar, used to access the second floor.
- **Big Pilgrim's Key:** Granted after defeating the [Asylum Demon](#), allowing exit to [Firelink Shrine](#).
- [Humanity](#): Dropped by the [Asylum Demon](#) upon defeat.

## Walkthrough

### First Encounter with the Asylum Demon

- Upon exiting the starting cell and lighting the first bonfire, proceed through the large door. The [Asylum Demon](#) will appear in the central room, and the door you entered through will close.

- If you're unprepared or lack confidence, immediately escape through a small doorway on the left side of the arena.

### Tips for Defeating the Demon:

- Defeating the Asylum Demon on the first encounter is challenging but possible. If you succeed, you'll be rewarded with the **Demon's Great Hammer**.
- If you opt to escape, you can revisit this encounter later with better gear and experience.

## Navigating the Asylum

- **Archery Trap:** After escaping the Demon, you'll encounter a Hollow Archer with a message nearby suggesting the use of a shield. Pick up the shield and a starting weapon from nearby corpses.
- **Boulder Trap:** Ascend the stairs, but be cautious—a boulder will roll down towards you. Avoid it by dodging to the side. The boulder will break a wall, revealing a room with the knight who freed you in the opening cutscene.

## Oscar of Astora (Elite Knight of Astora)

- Found behind the broken wall caused by the boulder. Speak with him and answer "Yes" to receive the **Estus Flask** and the **Undead Asylum F2 East Key**. If you already defeated the Asylum Demon, you'll also receive the **Big Pilgrim's Key**.
- After speaking, Oscar dies, granting 100 souls. If you choose "No" or kill him, you can still acquire his drops.

## Second Encounter with the Asylum Demon

- Use the key from Oscar to open the door leading to the second floor. If playing as a Sorcerer, Pyromancer, or Cleric, collect your casting catalyst from the nearby corpse.
- Approach the white fog gate to trigger the boss fight. Execute a plunging attack as you fall into the arena for significant damage. You must defeat the Asylum Demon here to proceed.

**Reward:** Victory grants the **Big Pilgrim's Key** and **Humanity**. Use the key to exit through the large door and proceed to Firelink Shrine.

## Firelink Shrine

- Ascend the cliffside path to trigger a cutscene, transporting you to Firelink Shrine. From here, your journey into Lordran begins.
- You can revisit the Asylum later via the giant crow at Firelink Shrine.

## Soul Farming

# Notes

# Trivia

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