

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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