

Caelid

Dungeon Guide

This assumes you're entering Caelid after Liurnia around level 60, weapon upgrades +10 to +15 normal and +4 to +8 somber. Caelid is tough due to Scarlet Rot, aggressive enemies, and high damage output; use Preserving Boluses and bring Rot-curing items.

Start With

****Gael Tunnel****

- Western Caelid, near the border with Limgrave.
- Straightforward mine with good loot (Moonveil katana is excellent for INT/DEX builds).
- Boss: **Magma Wurm**
 - manageable with dodging its fire attacks and using the arena space. Great starter dungeon for upgrades and a strong weapon.

****Minor Erdtree Catacombs****

- (Northwest Caelid, under the Minor Erdtree)
- Trap-heavy catacombs with imps and two **Erdtree Burial Watchdogs**.
- The double boss can be cheesed somewhat (e.g., with Crystal Darts to make them fight each other).

****Gaol Cave****

- Eastern Caelid
- Prison-themed cave with vulgar militia and exploding corpses.
- Requires 2 Stonesword Keys.
- Boss: **Frenzied Duelist**.
- Linear and ambush-heavy but short.
- Rewards include Regalia of Eochaid (arcane weapon) and Wakizashi.

****Sellia Crystal Tunnel****

- North of Swamp of Aeonia
- Crystal mine (you can get teleported here early via a chest in Limgrave).
- Good smithing stones and Somber Bell Bearing.
- Boss: **Fallingstar Beast**

Mid Difficulty

****Caelid Catacombs****

- West of Impassable Greatbridge
- Skeleton-heavy with Scarlet Rot pools and aggressive Miranda flowers.
- Boss: **Cemetery Shade**.

****Abandoned Cave****

- Dragonbarrow / northern Caelid
- Rot-filled with two **Cleanrot Knights** as bosses.
- Very hazardous due to Scarlet Rot buildup.

Hard

****Dragonbarrow Cave****

- Beastmen bosses in tight spaces.

****War-Dead Catacombs****

- Putrid Tree Spirit boss.

****Sellia Hideaway****

- More puzzle/trap focused, with Battlemage bosses.

From:

<https://www.appledog.ca/wiki/> - **Appledog**

Permanent link:

<https://www.appledog.ca/wiki/doku.php?id=sd:caelid>

Last update: **2026/05/27 04:51**

