

Amdapor Keep (Hard)

Despite the purging of the Lambs of Dalamud perpetrated by the WoL last time they visited the Keep, void magics are not so easily contained and have a habit of contaminating the area around them. Something has completed the magic sustained by these lingering magics and the creatures of the void have returned to the old keep. The dark magic here has warped the local fauna and flora into something darker as well, and A-Ruhn-Senna has summoned the WoL once more and bid them enter the Keep.

[Amdapor Keep \(Normal\) Lore Guide](#)

The Outer Keep

We enter the keep through an ancient metal door covered in mosses, beneath the growth we can see ornate carvings of whorls and leaves. These leaves are not surprising despite Amdapor existing outside of the Black Shrouds woods, as plantlife features heavily in the symbology of Nophica, the patron goddess of Amdapor. The keep is a mighty, solid creation of brick and carved stone in remarkable condition considering its age, the battle that took place here and the flood that claimed it. We enter the interior of the walls over a drawbridge and find vines and roots pushing through the walls, although they seem to retain integrity despite the intrusion, a testament to the stonemasonry of the Amdapori. The old entry point has been blocked by vines. As we continue we see that the vines lacing the keep have been animated by the dark magicks, and now assault us.



Circling Condor

Cloudkin

Vultures upon the Source are very similar to those in real life, though much more dangerous. They are culturally associated with impurity and death throughout Eorzea due to their habit of eating carrion. A condor is a type of vulture in real life, and circling in their name is in reference to how carrion birds circle dying animals, waiting for them to pass.



Hedgerow Ochu

Seedkin

A variety of ochu, a kind of Seedkin known for luring prey in with sweet scents and then relentlessly bludgeoning them insensate. They then typically digest their prey alive for several hours or even days. These are named hedgerow because they are quite literally grown into (and immobile because of it) the vines and hedges of the Keep.



Leafminer

Vilekin

Leafminer is a colloquial term for an insect whose larvae live in and eat leaf matter. These creatures are usually moths, flies or sawflies. Leafminers cannot bite Humans in the real world, but as usual the Eorzean equivalent is bigger and badder.



Grey Wolf

Beastkin

The grey wolf is a real species of wolf native to North America and Eurasia, known for hunting livestock. Real grey wolves very rarely attack Humans, and when they do it is traditionally only bites on extremities as a means of scaring the Human off. Grey wolves are only really dangerous to Humans when rabid, as they seem to adopt the furious phase of the disease quickly and for longer periods of time than other animals.



Megalotragus

Beastkin

A distant relative of the alldgoat, Megalotragi are extremely aggressive creatures whose name means 'giant goat' in both Garlean and real world Greek. They named for an extinct kind of mammal closely related to the wildebeest.



Garden of Sorrow

More of a small forecourt than anything else, this area has an interesting name. We do know that the Amdapori were fond of meditation and introspection, and this is a military facility, so it seems quite plausible that this was a place for mourning the lost and dead.



Anchag

Voidkin

A member of the fifth tier of the Voidal hierarchy alongside the dragonic Dahaks, Anchag is summoned by sacrificing a warhorse that it will then twist into a nightmare steed on which it will ride. I was unable to find a source for Anchag's etymology, besides that it is a word in the esoteric filipino language of Balangao. It did appear in Final Fantasy XII as a notorious enemy. He has a few interesting abilities, the first of which is Geirothr- word of mouth in Scottish Gaelic. This may mean that Anchag expels aether in a vocal manner to harm its foes. Valfodr, the boss' line aoe, is named for an alternative name for the Norse god of war and wisdom, Odin. Odin is often associated with horse riding in most Final Fantasy games, which may be reason enough for this name.



The Presence Chamber

This is the room whose windowed dome was visible above the front entrance to the Keep above the Forecourt. Beautifully ornate doors decorated with motifs of vine and flower fringe the room, and the same statues seen earlier as still visible here. At the back of the room is what used to be an altar, a curved rise of stone behind what seems to be a small stone basin. It has been destroyed since our last trip here. Doubtless this was a holy place, likely to Nophica, and also likely used by the defenders of the Keep to pray for blessings before battle.



Ruins Wamoura

Vilekin

Significantly more malicious than real life moths, these beasts have proboscis with ranks of sharp teeth that they use in order to bore into the flesh of their prey once slain and devour their vital fluids. Wamoura are given special positions of despisement in Gridania, as they are seen as filthy portents of blight and misfortune.



Demonic Rose

Seedkin

These horrendous creatures slither around on slimy tentacles and attack functionally any living being, fauna or flora, that they come across with their poisonous breath. Should one be swallowed by a morbol they will be held in place by bladed thorns within their throats while the beast digests them. Their name is likely in reference to how the (clearly demonic-coded) Voidsent have corrupted the fauna of the Keep.



Foxglove

Seedkin

Flying Traps such as the Foxglove are extremely common across the Shroud, luring Vilekin into their waiting maws by sweet smells and bright colours. Their name is in reference to the foxglove genus of plants native to Eurasia and Africa, which are slightly poisonous.



The Third Floor

This particular floor is by vast majority the suspended walkways seen in certain parts of the second floor. Humped bridges link the various sections of the walkway, and the impressive vaulted ceilings of the Keep are easily visible from this floor. Where many of these bridges have fallen away, they have been replaced by bridges of roots.



Lordstool

Seedkin

This is a form of funguar, a kind of fungal Seedkin common to caverns and forests. Their name might be a reference to the fact that they reside within a Palace.



Knotty Treant

Seedkin

Treants are fiercely territorial creatures that protect their homes and are revered in Gridania as protectors of the forest. In truth, however, treants are not especially intelligent creatures and do in fact usually damage the forest in their efforts at protection.



Ruins Wamouracampa

Vilekin

These are quite simply the infantile forms of the Wamoura flying throughout the Keep.



The Moot Hall

Essentially a small hall in the middle of a corridor with light shining through shuttered windows. A moot hall in Anglo-Saxon England was a hall in which local matters were debated and discussed.



Boogyman

Voidsent

The boogymen are sixth rung Voidsent, best known for being able to manipulate the aether in the air around them in order to affect a form of invisibility. The Mhachi used these beings as assassins, kidnappers and spies which is what spurred the Amdapori onto inventing the technique of dispelling. Boogeymen in real life is simply a term for a fictional figure that parents use to scare their children into behaving well.



The Twain

A cross-shaped junction of four tunnels, the Twain is a very odd area. Disturbing red mist lurks around the base of the platform and voidal flames hem us in from escape. Four demon walls attempt to assault us, but seemingly dissipate at the last second should we defeat the Voidsent here fast enough. This may be the walls being sent back to the Void by the orb we use here. The word twain means two, perhaps referencing the fact that this area is two corridors overlaid.



Void Syrup

Ashkin

Slimes are produced when humours leaking out of corpses come to rest on an area enriched by earth aether. The earth aether adopts the aetheric energies left behind by the dead individual(s) and uses them to control the congealed biological material. Fiercely toxic, Slimes are completely without will and tend merely to mill around until being taken control of by a magick user. Hundreds of Amdapori and tens of Lambs of Dalamud died in the Keep, and so their being here is not surprising. They have, of course, been corrupted by the Void which explains their name.



Skainsmate

Voidsent

Fourth ranked Voidsent, these Succubi are Voidsent of considerable influence and power. They manifest on the Source by forcing themselves into the corpses of dead women, and are even rumoured to maintain vestiges of the personalities of their poor hosts. A skain was a crooked type of sword in the ancient British isles, and the term skainsmate evolved to mean prostitute. The link between a sex worker and a succubus is fairly self-explanatory.



Faultfinder

Voidsent

These are devilets, special forms of imps that have climbed from their customary 12th rank amongst the Voidsent to the 11th due to their skill with magic, roughly equivalent to the average Bomb. Imps and Devilets are famed for their mischievous nature, hence the dastardly title. Faultfinders are likely named for the acrid, bitter and insulting nature of the Imps speech.



Vodoriga Slicer

Voidsent

A species of Voidsent that specialises in possessing inorganic matter such as statues, these particular individuals seem to have taken their place alongside a number of suspiciously similar looking Amdapori statues. Their names appear to be Bulgarian for shark.



Gneissic Gargoyle

Voidsent

Middling ranked Voidsent, gargoyles such as this are known for inhabiting stone or metal and shaping it into their corporeal forms. Gneiss is a common form of metamorphic rock. It is indeed often pale, like the rock used in the construction of Amdapor.



Bloodlapper

Voidsent

Despite their appearance and relative commonness across the Shroud, gnats such as these are indeed true Voidsent and are capable of using minor magics. They are extremely low ranking entities however, occupying only the 12th, lowest, rank of the voidal hierarchy.



The Scarlet Ballroom

Obviously not a ballroom, this chamber is more akin to a cell and I am sure that it was designated as such for its imprisonment of the jester Voidsent within. It is, in fact, an extension of the Twain, hinting that it might be a prison facility. This is backed up by the demon walls we found earlier, defence measures of the Amdapori.



Ferdiad

Voidsent

Ferdiad is a lesser noble of the Void, occupying the third rank of the hierarchy right below the higher nobles like Diabolos and above the elites like the arch demons. Ferdiad was summoned, along with Diabolos, to lead the assault of Amdapor, likely as Diabolos' second. Ferdiad was the foster brother (and possible lover) of Cuchulainn, the ancient hero of Irish myth. He was forced to fight his brother by a Queen that Cuchulainn was warring with via blackmail. The battle continued for approximately a week, due to Cuchulainn's extreme offensive power and the fact that Ferdiad's skin is impervious to all damage. Eventually Cuchulainn hurled the spear into his brothers anus, where the legendary Gae Bolg flourished into a whole panoply of blades (as it was wont to do) slaying Ferdiad. Cuchulainn is also, of course, a Voidsent in FFXIV, one of the auracite-wielding warriors of the thirteenth shard that caused (inadvertently) the fall to the Void and became twisted monsters. Perhaps in his pre-Voidsent existence Ferdiad was a friend or even a brother to this fallen warrior.



Amdapor Keep (Hard) Loot Rundown

[The loot of the Keep is the same as the Keeper of the Lake, please see that document.](#)