

# Gyrm

aka Gyrm Worker


## Description

A stocky, powerful race which once dwelt aboveground, they were regarded as inferior by humans and unjustly exiled below. They are amicable by nature but harbor an intense distrust of surface dwellers, particularly humans; in additions many of the Gyrm living in the Doors of Pharros have gone Hollow and become threats to the living.<sup>1</sup>

## Location

**Shaded Woods** (only on *Dark Souls II: Scholar of the First Sin*)

- One found behind the first door on the right, in the same room as the Old Akelarre bonfire.

Bonfire Intensity	HP	Souls
1	730	120
2	1,150	240
8	2080	480

**Doors of Pharros**

- One as you walk up the first set of stairs, on the left. Found guarding a wooden chest containing one Dragon Charm (five on Bonfire Intensity 2+).
- One up the path past Gavlan and an axe-throwing Gyrm Warrior.
- Four in total in the Rat King Covenant area, behind doors requiring Pharros' Lockstones to be opened: the first one is near the corpse with the Gyrm Axe and a Torch; the following two are shortly after two Dog Rats; the last one, guarding a trapped chest containing 15 Magic Arrows (30 on Bonfire Intensity 2+), is near two Gyrm Warriors, one dual-wielding Gyrm Greataxes and one using the Gyrm Great Hammer and the Gyrm Greatshield, in the last section of the area (where the second bonfire is).

Bonfire Intensity	HP	Souls
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2	1,150	240
8	2080	480

# Resistance

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- In Water
  - Very High— Fire Resistance
  - Medium Dark Resistance
  - Low Lightning Resistance
  - Very Low Magic Resistance
- On Land
  - Medium Fire, Lightning and Dark Resistance
  - Very Low Magic Resistance

# Drops

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- Gyrm Set
- Large Titanite Shard

# Strategy

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- Easy to stun or backstab.

Footnotes 1. Dark Souls II Collector's Edition Guide description.