

Rhoy the Explorer

Description

A Red Phantom with a deceptively naked appearance.

Equipment

- Heavy Crossbow
- Shotel
- Aurous Set (Transparent)
- Illusory Ring of the Exalted
- Illusory Ring of a Conqueror

Location

Grave of Saints

After you transition from the lower level to the upper, he invades if you are offline and not a member of the Rat King Covenant.

Drops

Rhoy has a special loot table, much like Bowman Guthry in Doors of Pharros or the Mad Warrior. He will rarely drop one piece of his equipment until all pieces have been dropped, no duplicates. Using a Bonfire Ascetic will reset his loot table, allowing multiple copies to be obtained.

- Aurous Set (Transparent) (rare)
- Heavy Crossbow +5 (rare)
- Shotel +5 (rare)
- Awestone (if you're a member of the Company of Champions covenant)
- Awestone (rare) (if you're a member of the Company of Champions covenant) (in addition to guaranteed Awestone for defeating an invader)

Strategies

Notes

- He only invades once at bonfire intensity 1 (NG), but at bonfire intensity 2+, he invades twelve times.
- In *Scholar of the First Sin*, he invades indefinitely if you are in the Company of Champions covenant at bonfire intensity 2+.

- He is controlled by the first bonfire, Harval's Resting Place. Use Bonfire Ascetics here to increase his spawns.
- His invasion trigger point is at the bottom of the ladder. If you warp in from the second bonfire, you need to drop to the bottom of the ladder and then climb back up.
- He spawns just outside the second bonfire.

Statistics

| Bonfire Intensity | HP | Souls |
|-------------------|-------|--------|
| 1 | 1,420 | 2,600 |
| 2 | 2,700 | 5,200 |
| 8 | ? | 10,400 |

| Weakness | Effectiveness |
|------------|---------------|
| Strike | ? |
| Thrust | ? |
| Slash | ? |
| Projectile | 100% |

| Resistance | Reduction |
|------------|-----------|
| Fire | ? |
| Magic | ? |
| Lightning | ? |
| Dark | ? |

| Status Ailment | Susceptible? |
|----------------|--------------|
| Poison | Yes |
| Toxic | Yes |
| Bleed | Yes |

| Attack | Parryable? | Blockable? | Notes |
|--------|------------|------------|-------|
| Move | ? | ? | - |