

# Bonfire Items

- Bonfire Ascetic
- Human Effigy
- Sublime Bone Dust

# Bonfire Ascetic


## In-Game Description

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*Tossing this into a bonfire strengthens nearby foes.*

*Once the Bonfire Ascetic is devoured by the flames, its effects can never be reversed. Be prepared before using this perilous ember.*

*Fire exhibits a connection to the curse, and when the flames grow stronger, so does the curse.*

## Use

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Burn at a bonfire to strengthen nearby foes.

- Bonfire Intensity, indicated in the area warp menu, permanently increases by 1.
- Most enemies and items respawn, which makes Ascetics valuable for farming.

### **What the Bonfire Ascetic resets:**

- All monsters in the area, including those who spawn only once and scripted NPC invasions. This resets the "15 kills" respawning counter back to zero. Includes Crystal Lizards.
- All items found on corpses.<sup>1</sup>
- Boss opening cutscenes.
- The bosses themselves. All of them in case of multiples.
- Wooden Chests

### **What the Bonfire Ascetic doesn't reset:**

- All opened shortcuts stay opened.
- Special encounters, like the first one with the Pursuer.
- Doesn't respawn dead NPCs, reset their aggression or their inventory.
- Metal Chests
- Souls of a Giant in memories (to farm them, use the Dragon Shrine bonfire)

Some NG+ exclusive loot appears in the world or is dropped by enemies old and new even when a Bonfire Ascetic is used. For example, Gower's Ring of Protection is available in the Shaded Woods if an Ascetic is used on the Ruined Fork Road bonfire. Many bosses also have additional drops.

Bonfire Ascetics may or may not update merchant inventories to include NG+ or NG++ items. For example, Chancellor Wellager will not sell NG++ items until the player is actually in NG++. However, Maughlin the Armourer will sell his new items.

For a full list of Bonfire Intensity 2+ changes and what bonfire causes the change, see the tables below.

## Boss Respawning

Boss	Area Bonfire	Additional Loot	Notes
<b>The Last Giant</b>	Forest of Fallen Giants - Cardinal Tower	None	Also respawns The Pursuer.
<b>The Pursuer</b>	Forest of Fallen Giants - Cardinal Tower	None	Also respawns The Last Giant.
<b>Dragonrider</b>	Heide's Tower of Flame - Heide's Ruin	None	
<b>Old Dragonslayer</b>	Cathedral of Blue - The Blue Cathedral	None	Bonfire located after the boss room.
<b>Flexile Sentry</b>	No-man's Wharf - Unseen Path to Heide	Possible Suspicious Shadow drops	Gains two Suspicious Shadows, with unique item drops: Malformed Claws, Shadow Dagger, Shadow Set
<b>Ruin Sentinels</b>	The Lost Bastille - McDuff's Workshop	None	Requires Bastille Key or shortcut opened by rolling explosive barrel down stairs.
<b>The Lost Sinner</b>	Sinner's Rise - The Saltfort	Old Witch Soul	In NG+, gains two Black Phantom pyromancers at 60% health. These do not appear with use of an Ascetic in NG (but they do in SotFS).
<b>Belfry Gargoyles</b>	Belfry Luna - Upper Ramparts	Covetous Gold Serpent Ring +2	Bonfire located after the boss room.
<b>Skeleton Lords</b>	Huntsman's Copse - Undead Lockaway	Clear Bluestone Ring +2	
<b>Executioner's Chariot</b>	Undead Purgatory - Undead Purgatory	Chloranthy Ring +2	Bonfire located after the boss room.
<b>Covetous Demon</b>	Harvest Valley - The Mines	None	

<b>Mytha, the Baneful Queen</b>	Earthen Peak - Upper Earthen Peak	Covetous Silver Serpent Ring +2	Bonfire located behind an illusory wall above the boss room before entering.
<b>Smelter Demon</b>	Iron Keep - Threshold Bridge	None	
<b>Old Iron King</b>	Iron Keep - Eygil's Idol	Old King Soul	Bonfire located up a ladder in the rooms leading to the boss room.
<b>Scorpioness Najka</b>	Shaded Woods - Shaded Ruins	Southern Ritual Band +2	
<b>Royal Rat Authority</b>	Doors of Pharros - Ordeal's End	None	
<b>Prowling Magus &amp; Congregation</b>	Brightstone Cove Tseldora - Royal Army Campsite	None	
<b>The Duke's Dear Freja</b>	Brightstone Cove Tseldora - Lower Brightstone Cove	Old Paledrake Soul	
<b>Royal Rat Vanguard</b>	Grave of Saints - Grave Entrance	None	
<b>The Rotten</b>	Black Gulch - Hidden Chamber	Old Dead One Soul	Bonfire located after a pathway along edge of cliff before the boss room.
<b>Dragonriders</b>	Drangleic Castle - Forgotten Chamber	None	
<b>Looking Glass Knight</b>	Drangleic Castle - Central Castle Drangleic	Ring of Steel Protection +2	
<b>Demon of Song</b>	Shrine of Amana - Rhoy's Resting Place	None	
<b>Velstadt, the Royal Aegis</b>	Undead Crypt - Undead Ditch	Royal Soldier's Ring +2	Also respawns Vendrick.
<b>Vendrick</b>	Undead Crypt - Undead Ditch	None	Also respawns Velstadt, the Royal Aegis.
<b>Guardian Dragon</b>	Aldia's Keep - Ritual Site	None	
<b>Ancient Dragon</b>	Dragon Shrine - Shrine Entrance	None	
<b>Giant Lord</b>	Forest of Fallen Giants - The Place Unbeknownst	Ring of Giants +2	Respawns all of the Memories of the Ancients.
<b>Throne Defender &amp; Throne Watcher</b>	Drangleic Castle - King's Gate	Ring of the Evil Eye +2	Also respawns Nashandra and Twin Pursuers.
<b>Nashandra</b>	Drangleic Castle - King's Gate	None	Also respawns Throne Defender & Throne Watcher and Twin Pursuers.

<b>Darklurker</b>	Drangleic Castle - Under Drangleic Castle	None	
<b>Elana, the Squalid Queen</b>	Dragon's Sanctum - Sanctum Interior	None	?
<b>Sinh the Slumbering Dragon</b>	Dragon's Rest - Sanctum Nadir	None	?
<b>Graverobber, Varg and Cerah</b>	Shulva, Sanctum City - Priestess' Chamber	None	?
<b>Fume Knight</b>	Brume Tower - Lowermost Floor	None	?
<b>Sir Alonne</b>	Brume Tower - The Smelter Throne	None	?
<b>Smelter Demon (Iron King DLC)</b>	Iron Passage - Iron Hallway Entrance	None	?
<b>Aava, the King's Pet</b>	Frozen Eleum Loyce - Outer Wall	None	?
<b>Burnt Ivory King</b>	Grand Cathedral - Grand Cathedral	None	?
<b>Lud, the King's Pet &amp; Zallen, the King's Pet</b>	Frozen Eleum Loyce - Expulsion Chamber	None	?

## Items of Interest at Bonfire Intensity 2+

Item	Area Bonfire	Additional Loot	Notes
Moon Butterfly Set	Majula - The Far Fire	None	Sold by Maughlin the Armourer. Also have to spend 16.000 souls in his shop before he sells the set. Hat is sold at Bonfire Intensity 3+.
Moon Butterfly Shield	Majula - The Far Fire	None	Up the ladder in Maughlin the Armourer's house, inside a chest. Bonfire Intensity 3+ only.
Catarina Set	Forest of Fallen Giants - Soldier's Rest	3x Cracked Red Eye Orb	Kill the Catarina Knight for a chance to get his set.
Shadow Set Malformed Claws Shadow Dagger	No-man's Wharf - Unseen Path to Heide	Titanite Chunk Ring of Life Protection ( <i>Dark Souls II</i> only)	Kill the Suspicious Shadows for a chance to get their equipment. Do not kill the boss or they will not respawn.

Gower's Ring of Protection	Shaded Woods - Ruined Fork Road	Heide Knight near Shrine of Winter has a chance to drop parts of the Heide Knight Set; this is the only Heide Knight you can get the Heide Greatlance from.	Replaces an item on a corpse, follow the right wall.
Dragonrider Set	Iron Keep - Threshold Bridge	Bonfire Ascetic on the lava rocks	The set is sold by Magerold of Lanafir. The Dragonriders have to be dead.
Black Witch Veil	Belfry Sol - Belfry Sol Approach	3x Skeptic's Spice	Kill the Bell Keeper Mage for a chance to get the rare Black Witch Veil.
Black Witch Domino Mask	Belfry Sol - Belfry Sol Approach	3x Skeptic's Spice	Kill the Dual Avelyn Bell Keeper for a chance to get the rare Black Witch Domino Mask.
Ring of Blades +2	Drangleic Castle - King's Gate	1x Twinkling Titanite Washing Pole (Bonfire Intensity 3+)	Kill the left Pursuer for the ring.
Durgo's Hat	Drangleic Castle - King's Gate	Ring of Blades +2	Rare drop from the Greatbow Phantom.
Monastery Set Monastery Scimitar	Aldia's Keep - Ritual Site	Soul Geyser Soul of a Hero	Kill the Painting Guardian Phantom for a chance to get her equipment.
Aurous Set	No-man's Wharf - Unseen Path to Heide	-	Kill the Aurous Knight for a chance to get his set.

## Bonfire Intensity

Using a Bonfire Ascetic will irreversibly change the corresponding area's difficulty into the same as the next New Game Plus cycle<sup>2</sup>. All bonfires in the first playthrough start with the intensity of "1". Entering NG+ increases all bonfires by an additional point (all become "2" if no Ascetics were used), however using one Ascetic during the first playthrough will change that one specific bonfire to "2". Upon entering NG+, while normally all bonfires would change to "2" that bonfire will now change to "3".

Bonfire Intensity can be increased to 99, though enemy stat increases max out at 8 (NG+7). You can still burn Bonfire Ascetics after you reached Bonfire Intensity 99, everything will respawn as normal. Just the number won't go up anymore.

## Scaling

# Enemy Souls Dropped

Bonfire Intensity	Souls
1	$x * 1$
2	$x * 2$
3	$x * 2.5$
4	$x * 2.75$
5	$x * 3$
6	$x * 3.25$
7	$x * 3.5$
8	$x * 4$

Example: if an enemy drops 100 souls at Bonfire Intensity 1, they will drop 200 souls at 2 and 400 souls at 8.

# Enemy HP

Early testing indicates that it will differ from enemy to enemy. Though the values found so far have either been equal to (or less than) the souls dropped multiplier.

# Availability

# Where to Buy

Merchant Sold By	Price	Stock
Stone Trader Chloanne	7,500 souls	1
Royal Sorcerer Navlaan	7,500 souls	10
Darkdiver Grandahl	7,500 souls	10

# Chest and Corpse Locations

- One in the last tower in the Lost Bastille before Sinner's Rise, there is a door to your right as you go up the steps to enter. Open this and enter the room with the cage lifts, and roll onto the ledge below.

- One at the end of a path of lava rocks near the first bonfire of Iron Keep. (*Dark Souls II: Scholar of the First Sin*: three Bonfire Ascetics instead of one, along with a Simpleton's Spice)
- Exit the Prowling Magus boss room in Brightstone Cove Tseldora and turn around to face the building, look for a ladder which leads to the attic with various items, including a Bonfire Ascetic.
- Three in a chest after the Looking Glass Knight in King's Passage.
- Found in a chest at the bottom of the shrine after the Demon of Song.
- In a chest up the stairs from the second bonfire of Undead Crypt, near the Leydia Witch.
- Two in a chest on top of the main stairs of Aldia's Keep, to the right.
- Three in a metal chest in Dragon Shrine. First door to the right of the first knight.
- Memory of Jeigh, first platform to the left after entering the fog gate. (Have a very rare chance to pick up 2 Bonfire Ascetic (for me it happend ones on 113th walkthrough from about 400)).
- Memory of Orro, three in a metal chest found by knocking down a wooden platform and jumping into the hole in the wall.
- Memory of Vammar, behind the two giants on the roof.
- One inside a trapped wooden chest in the hallway full of ambushing Sanctum Soldiers early in Dragon's Sanctum.
- Three inside a metal chest in Cave of the Dead.
- Two inside a metal chest on the roof of the tower where Maldron the Assassin invades in Brume Tower.

## Enemy Drops

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- Dropped by all enemies in Dark Chasms of Old. (uncommon)
- Dropped by Scorchers in the Brume Tower. (very rare)

## Other Sources

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- Take one as a starting gift.
- Reward if you invade in Dark Chasms of Old and personally kill the host player or another invader.
  - Also rewarded if the host kills an invader personally.

## Most Reliable Source

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Using a Fragrant Yore Branch on the leftmost Petrified Hollow facing the Giant Basilisk in Aldia's Keep (SotFS Only) will yield 2 Bonfire Ascetics on kill.

By using 1 of the two on the outside bonfire, you can respawn this Hollow (already unpetrified) for an additional 2 Bonfire Ascetics, repeatable ad-infinitum.

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# Notes

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- Be warned, as any area you enhance with a Bonfire Ascetic WILL carry over to NG+. This means an area that you have made NG+ level on regular playthrough will then be NG++ on your NG+ playthrough and so on and so forth. Exercise caution when using Ascetics due to this reason, especially in areas you find particularly difficult for yourself.
- No loot is accumulated upon burning an ascetic; it is all replaced. Because of this, it is recommended you get all the loot from the area which you may want in the future before burning an ascetic.
- Using a total of 8 Bonfire Ascetics on each of these bonfires will turn their flame on the map in the Majula Mansion to blue.
  - Forest of Fallen Giants - Cardinal Tower
  - Sinner's Rise - The Saltfort
  - Iron Keep - Eygil's Idol
  - Black Gulch - Hidden Chamber
  - Brightstone Cove Tseldora - Lower Brightstone Cove
  - Drangleic Castle - King's Gate
  - Undead Crypt - Undead Ditch
  - Dragon Shrine - Shrine Entrance

Footnotes 1. Special items, like the Drangleic Set and most Fire Seeds, do not respawn either. 2. Select NG+ specific events will not occur while the player is still in the first playthrough, regardless of Ascetics used.

# Human Effigy


## In-Game Description

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*A warm, soft, shadow-like effigy.*

*Use this item to reverse Hollowing.*

*It also weakens the links to other worlds, preventing invasions and most cooperation.*

*Peer closely at an effigy, and one begins to perceive a human form, but whose form it takes depends on the person looking.*

## Use

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- Reverse hollowing to regain human form and max HP.
- Burn while resting at a bonfire to disable most forms of PvP and co-op.
- Given to Darkdiver Grandahl to enable access to the Dark Chasm of Old.

## Availability

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### Where to buy:

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- Five sold by Merchant Hag Melentia for 1,500 souls each.
- One sold by Magerold of Lanafir in Iron Keep for 3,000 souls.
- 13 sold by Grave Warden Agdayne in Undead Crypt for 3,000 souls each.
- Three sold by Darkdiver Grandahl for 3,000 souls each. Join the Pilgrims of Dark covenant in order to make him available as a merchant.

### Chest and Corpse locations:

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- Found in a chest on the second floor of the Fire Keepers' dwelling in Things Betwixt.

- In a chest under the rope bridge when going from Majula to Forest of Fallen Giants. (Note: This chest will replenish if a Bonfire Ascetic is used at the nearby bonfire.)
- On a body near the Heide Knight in Forest of Fallen Giants.
- Treasure in Forest of Fallen Giants, after the boulder trap in the cave where Cale the Cartographer is.
- Treasure in Forest of Fallen Giants, on some scaffolding.
- One on a body resting on the railing near the first bonfire in Heide's Tower of Flame.
- Three in a wooden chest in Heide's Tower of Flame, near the Dragonrider boss fight (NG+ only). The chest contains three Green Blossoms as well.
- Five in a chest in Heide's Tower of Flame, right before the Old Dragonslayer boss fight.
- In the tunnel from Heide's Tower of Flame to No-man's Wharf, the first item in front of you.
- In No-man's Wharf, on top of a row boat in the last section.
- Near the Heide Knight in the Lost Bastille, down in the rubble of the ruined wall.
- At the bottom of the ladder that leads to the long hallway with cells and the Ruin Sentinels boss fight in the Lost Bastille.
- After the Servant's Quarters bonfire in the Lost Bastille, on the edge of the wall behind some boxes.
- One in the last poison mist of Harvest Valley, in an alcove (three at Bonfire Intensity 2+).
- Earthen Peak, on a platform in the room with large gears.
- At the end of Belfry Sol on a corpse.
- Treasure in Iron Keep. At the Threshold Bridge bonfire, directly below the staircase (beware of fire damage).
- Treasure in Sinner's Rise. Follow the outside stairs downwards, on the broken end lies a corpse with the treasure.
- On a body in the misty part of the Shaded Woods.
- Treasure in Shaded Woods behind a pillar, near the Head of Vengarl.
- Three in a chest in the open area with Lion Clan Warriors in Shaded Woods.
- Five in a chest in Brightstone Cove Tseldora. At the Royal Army Campsite bonfire, located inside a stone house which is accessible by jumping down the well. (Note: This chest will replenish if a Bonfire Ascetic is used here.)
- Treasure in Shrine of Amana, just before the fog gate leading to the Crumbled Ruins bonfire.
- Treasure in Shrine of Winter after the Heide Knight.
- On the staircase with a wall trap in Dragon's Sanctum.
- In Dragon's Sanctum, next to the bridge raised by the Dragon Stone contraption.
- Three in Memory of the Old Iron King.

## Enemy drops:

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- Dropped by Old Ironclad Soldiers in Forest of Fallen Giants.
- Dropped by Old Knights in Heide's Tower of Flame.
- Dropped by Stray Dogs in various areas.
- Dropped by Skeletons. Guaranteed drop from the ones in the Majula mansion (one skeleton per Bonfire Intensity level, max 8, do not respawn).
- Dropped by Lizardmen in Shrine of Amana.

- Dropped by Petrifying Statue Cluster and Poison Statue Cluster in Shulva, Sanctum City and Cave of the Dead.
- Dropped by Cask Runners.
- Dropped by Facsimile Giants.
- Dropped by Ice Rats.

## Other sources:

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- Starting gift choice.
- Gift from Lucatiel of Mirrah when you meet her for the second time (exhaust her dialogue).
- Six can be obtained by killing Strowen the Fire Keeper, or by returning to her after obtaining the King's Ring.

## Farming Effigies

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- Burning Bonfire Ascetics in Majula will respawn the skeletons in the basement of the mansion, and they are guaranteed to drop one Effigy each. The more Ascetics you burn, the more skeletons will be in the basement, up to a total of 8 at Bonfire Intensity 8. This means you get 8 Effigies per Ascetic once the Far Fire has reached an intensity of 8 or higher. Bear in mind that the skeletons get very difficult and have a lot of HP, and there are 8 of them, but it pays off in the end.
- In Shrine of Amana you can farm Effigies by killing Lizardmen. Start by equipping Item Discovery gear. Then go to the Tower of Prayer bonfire and work your way until you reach the cave with the chest and four Lizardmen inside, then rinse and repeat.
- You can buy infinite Prism Stones from Sweet Shalquoir after opening the Shrine of Winter. If you trade these with the Dyna and Tillo, there is a chance to get Human Effigies. Small Smooth & Silky Stones and Smooth & Silky Stones can be traded too, but the chance of getting Effigies from the silky stones is smaller.

## Disabling Online Activity

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When burning an effigy at a bonfire, online activity is disabled for that area for half an hour.

- A status effect icon of a crossed-out soapstone will indicate that the effect is still active and applies to your current area.
- Online activity can resume after waiting a half hour for the effect to finish. The timer must be waited out in the area where it was used, and quitting/reloading or entering the area on the next playthrough will not reset it.

- As of Ver 1.10, Cal 1.13, the effect of a human effigy is gained automatically after beating a boss, to prevent invasions at that time. The effect can also be cancelled at a bonfire in the area with the "Nullify Human Effigy's effect" option, without waiting the full half-hour. This option can also be selected to see the time remaining on the effect counting down.
- The player is protected from Cracked Red Eye Orb invasions. The player cannot use or summon signs created by the White Sign Soapstone, Small White Sign Soapstone, Red Sign Soapstone, nor the Dragon Eye.
- It will not protect the player from Bell Keeper invasions or Rat King Covenant summons, as effigies cannot be burned at the bonfires of their corresponding areas.
- It will not protect the player from Blue Sentinel invasions if they have acquired enough sin.

## Other Ways to Regain Humanity

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- The Altar of Amana in the Shrine of Amana restores your humanity as long as you are completely out of effigies. This includes having zero in your item box.
- Successfully completing a session of co-op with either the White Sign Soapstone or Small White Sign Soapstone will restore humanity.
- Wearing the King's Crown after receiving Vendrick's Blessing (obtain all 3 DLC crowns) will also prevent the player from losing humanity upon death.

# Sublime Bone Dust

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## Description

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*Charred, ashen bones.*

*Cast them into the Far Fire in Majula  
to increase the HP restored  
with each use of your flask.*

*They say these are the remains of a saint  
who cast himself into the bonfire.  
But we will never know for sure,  
for soot and ashes tell no story.*

## Use

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Burn at the bonfire in Majula to increase the health restored by the Estus Flask.

## Availability

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### Dark Souls II

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- In Heide's Tower of Flame, kill the second Old Knight in the area.
- In Sinner's Rise, from the bonfire, go down the steps to the bottom level and take the elevator down to the floor level where there is standing water. Go through the door and to the left, and defeat the Enhanced Undead. The dust will be on a corpse.
- In Undead Purgatory, before the boss, where the Red Phantom awaits. Jump to the right of the bridge, and grab it from the corpse.
- in Iron Keep after killing the Old Iron King. There is one in a chest.
- in Black Gulch after killing the Rotten. There is one in a chest.

### Scholar of the First Sin

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Found in metal chests guarded by a single Royal Guard. Replaces the locations above.

- In the passage to No Man's Wharf.
- In the Shaded Woods, from the Shaded Ruins bonfire. Jump out the window nearby to reach the area containing multiple petrified lion warriors, the chest is found in the building to the left.
- In Huntsman's Copse from the Bridge Approach bonfire, head to the domed building containing Soul Spear.
- In Drangleic Castle, after entering the foyer go through the left alcove and enter the the room on the left end of the hallway, behind the halberd-wielding Syan Knight. It's in a metal chest.
- Right before Gutter, in a metal chest where the Great Heal Excerpt used to be.

## Notes

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- Each upgrade increases the health restoration of the Estus Flask by 50 HP.
- The maximum Estus Flask bonus is +5. After it is reached, the dust can still be obtained but is useless. Trying to upgrade the flasks further will only show a dialog telling you "Cannot burn further items".
- Can be sold to Lonesome Gavlan for 1,800 souls.

## Videos

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- Location Guide for All Sublime Bone Dusts