

Doors of Pharros

Quick Reference

Boss	NPCs	Notable Loot	Enemies	Enemy Drops
Royal Rat Authority	Lonesome Gavlan The Rat King	Santier's Spear Twisted Barricade	Dog Rat Gyrm Warrior Gyrm Primal Knight Mimic Crystal Lizard Invader Bowman Guthry	Gyrm Warrior Set Gyrm Great Hammer Gyrm Greataxe Gyrm Greatshield Gyrm Set Rusted Mastodon Set Mastodon Halberd Mastodon Greatshield Dark Leggings Black Scorpion Stinger

Description

A watery passage through a mountain. The Rat King covenant resides here.

Connections

- Shaded Woods
- Brightstone Cove Tseldora

Bonfires

- **Gyrm's Respite**
Behind the first Primal Knight.
- **Ordeal's End**
Near the Royal Rat Authority boss fog wall.

General Notes

- It's not possible to co-op here. Summoning and normal invasion methods are disabled.
- Rat King Covenant members can use Bonfire Ascetics at the Ordeal's End bonfire (on the upper level before the Royal Rat Authority) to strengthen the area's enemies, making the zone more difficult for invading Gray Phantoms.
- Enemies respawn infinitely inside the Rat King Covenant area. (Scholar of the First Sin)

Walkthrough

Item Guide

Doors of Pharros Video Walkthrough

Map (Japanese)

Loot

- From Gyrm's Respite, leave the cave and then go left up the staircase, then to the left you should see a chest, open it to receive Dragon Charm.
- In the water, 2x Amber Herb.
 - 2x Wilted Dusk Herb at Bonfire Intensity 2+.
- From Gyrm's Respite, activate the Pharros Contraption in front of a the large door on the right-side Ground Level Room for a chest containing Santier's Spear.
- Activate the fourth Pharros Contraption on the Upper Level (going right from the entrance) for a chest containing 15x Magic Arrow.
 - 30x at Bonfire Intensity 2+.
- Activate the 4th Pharros Contraption on the Upper Level (refer to "*Pharros Lockstone Loot*" on this page) for a Soul of a Brave Warrior.

Pharros Lockstone Loot1

Ground Level Room

Directions are from the point of standing at the archway into the cavern:

- First Pharros Contraption on the left side reveals a Gyrm.
- Second Pharros Contraption on the upper-left side reveals a Gyrm.

- Third Pharros Contraption on the upper-left side (under the water dripping) reveals a Dog Rat.
- First Pharros Contraption on the right-side wall opens the right section of the 3-part door to the left of it, opening part of the way for a rusted Primal Knight.
- Second Pharros Contraption on the right-side wall opens the left section of the 3-part door to the right of it.
- Third Pharros Contraption on the right-side floor opens the lower part of the 3-part door in front of it, granting access to the Santier's Spear.

Small Ground Level

- First Pharros Contraption on the left side reveals a Gyrm.
- Second Pharros Contraption on the left side reveals a Gyrm.

Small Upper Level

On the path from the ladder:

- The first Pharros Contraption opens a door directly below it on the Small Ground Level with a chest containing a Faintstone and a Twinkling Titanite and an ascending path that leads back to the Small Upper Level.
- The second Pharros Contraption, on the right side of the chest, reveals a statue that throws stone great-axes.
- The third Pharros Contraption, across from the second, reveals an empty alcove.

Upper Level

From the Ordeal's End bonfire, going left:

- The 1st (on the wall) causes a large stone barrier to emerge from the wall, permanently blocking the path between the Upper Level entrance archway and Ordeal's End bonfire.²
- The 2nd (on the wall) activates the statue across from it, which will throw stone great-axes into the Lower Level (active while in the lower level).
- The 3rd (on the wall) opens the left section of the 3-part door nearby, which will release a rusted Primal Knight when the 4th and 5th are activated as well.
- The 4th (on the wall) opens the bottom section of the 3-part door nearby, granting access to a Soul of a Brave Warrior.
- The 5th (on the wall) opens the right section of the 3-part door nearby.
- The 6th (on the ground) activates the stone statue next to it.
- The 7th (on the wall) shoots blades across the bridge
- The 8th (on the ground) activates the stone statue that will throw axes into the area below.
- The 9th (on the wall) opens the stone door to the left of it and reveals a passage that circles around the bridge to a short drop at the 7th Pharros Contraption.

- The 10th (on the ground) opens a door leading to a chamber with a Gyrm Warrior and a treasure chest containing 15x Magic Arrows.
- The 11th (on the wall) activates a greataxe-throwing statue positioned in front of a short and narrow bridge.
- The 12th (on the wall) activates the stone statue that will throw axes into the area below.
- The 13th and last Pharros Contraption activates a trap to the left of it, which launches saw disc blades that do piercing damage, along the narrow bridge.

Footnotes 1. There is much less loot to be found than you'd imagine behind the many doors of Pharros. However, members of the Rat King Covenant will benefit greatly by revealing allies and environmental hazards for summoned gray spirits to contend with 2. For members of the Rat King Covenant, this is good for forcing summoned Gray Phantoms to run a gauntlet of enemies and environmental hazards in order to reach you.

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