

Bonfires

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General Information

Bonfires act as checkpoints in the world of Drangleic. While resting at a bonfire you may fast-travel to any previously lit bonfire, burn certain items, or access your Item Box. Unlike in the first Dark Souls, you do not actually have to rest at a bonfire to return to it after death — you only need to light the bonfire. This is useful if you do not want the enemies that you have killed to respawn.

Resting at a bonfire has several effects:

- Refills your HP and stamina.
- Removes your Status Effects.
- Resets equipment durability to maximum, provided that said equipment is not broken.
- Recharges your Estus Flask uses.
- Recharges your attuned Hexes, Miracles, Pyromancy, and Sorcery uses.
- Resets and respawn enemies (except some unique enemies and bosses)¹.

When resting, you can access the bonfire menu. The menu gives you access to several options:

- You can fast travel across Drangleic (provided you already lit the destination bonfire).
- You can attune spells.
- You can burn items.
- You can access your Item Box to deposit or retrieve your equipment and items.

There are a few instances where accessing the bonfire is impossible:

- Enemies are in close proximity to the bonfire.
 - A Blue or Red Phantom is invading your world, whether it is a Player or NPC.
 - You have summoned Players or NPCs in your world.
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- Note that you can still light unlit bonfires, but you can't rest at them.

Fast Travel Locations

Area Name	Bonfire Name	Landmark	Notable For...	Nearby Areas...
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Things Betwixt	Fire Keepers' Dwelling		Character Re-specialization (Soul Vessel required)	Majula
Majula	The Far Fire	Central hub	Company of Champions and Way of Blue covenant location	Forest of Fallen Giants, Things Betwixt, Shaded Woods, Heide's Tower of Flame, Huntsman's Copse, Grave of Saints, The Gutter
Forest of Fallen Giants	The Crestfallen's Retreat			Majula, The Lost Bastille
	Cardinal Tower			
	Soldier's Rest			
	The Place Unbeknownst			
Heide's Tower of Flame	Heide's Ruin			Majula, Cathedral of Blue, No Man's Wharf
	Tower of Flame			
Cathedral of Blue	The Blue Cathedral		Blue Sentinels covenant location	Heide's Tower of Flame
No Man's Wharf	Unseen Path to Heide			Heide's Tower of Flame, The Lost Bastille
The Lost Bastille	Exile Holding Cells			Forest of Fallen Giants, No Man's Wharf, Sinner's Rise, Belfry Luna
	McDuff's Workshop		Steady Hand McDuff blacksmith location	
	Servants' Quarters		Access to Belfry Luna	
	Straid's Cell		Straid Of Olaphis	
	The Tower Apart			
Belfry Luna	Upper Ramparts		Bell Keepers covenant location	The Lost Bastille
Sinner's Rise	The Saltfort			The Lost Bastille
Huntsman's Copse	Undead Refuge		Felkin the Outcast	Majula, Undead Purgatory, Harvest Valley
	Bridge Approach			

	Undead Lockaway			
Undead Purgatory	Undead Purgatory		Brotherhood of Blood covenant location	Huntsman's Copse
Harvest Valley	Poison Pool			Majula, Huntsman's Copse, Earthen Peak
	The Mines		Heirs of the Sun covenant location	
Earthen Peak	Lower Earthen Peak			Harvest Valley, Iron Keep
	Central Earthen Peak			
	Upper Earthen Peak			
Iron Keep	Threshold Bridge		Dragon Remnants covenant location	Earthen Peak, Belfry Sol
	Ironheart Hall			
	Eygil's Idol			
Belfry Sol	Belfry Sol		Bell Keepers covenant location	
Shaded Woods	Old Akelarre			Doors of Pharros, Aldia's Keep, Shrine of Winter, Majula
	Ruined Fork Road			
	Shaded Ruins			
Doors of Pharros	Gyrm's Respite		Lonesome Gavlan	Shaded Woods, Brightstone Cove Tseldora
	Ordeal's End			
Brightstone Cove Tseldora	Royal Army Campsite			Doors of Pharros
	Chapel Threshold		Cromwell The Pardoner	
	Lower Brightstone Cove		Weaponsmith Ornifex	
Grave of Saints	Harval's Resting Place			Majula, The Gutter
	Grave Entrance		Rat King Covenant location	
The Gutter	Upper Gutter			Grave of Saints, Black Gulch
	Central Gutter			

Black Gulch	Black Gulch Mouth			The Gutter
	Hidden Chamber			
Drangleic Castle	King's Gate			Shrine of Winter, King's Passage, Throne of Want
	Under Castle Drangleic			
	Forgotten Chamber			
	Central Castle Drangleic			
Shrine of Amana	Tower of Prayer			King's Passage, Undead Crypt
	Crumbled Ruins			
	Rhoy's Resting Place			
	Rise of the Dead			
Undead Crypt	Undead Crypt Entrance			Shrine of Amana
	Undead Ditch			
Aldia's Keep	Foregarden			Shaded Woods, Dragon Aerie
	Ritual Site			
Dragon Aerie	Dragon Aerie			Aldia's Keep, Dragon Shrine
Dragon Shrine	Shrine Entrance			Dragon Aerie
Shulva, Sanctum City	Sanctum Walk			Dragon's Sanctum
	Tower of Prayer			Dragon's Sanctum
	Priestess' Chamber			Cave of the Dead, Dragon's Sanctum
Dragon's Sanctum	Hidden Sanctum Chamber			Dragon's Rest, Cave of the Dead
	Lair of the Imperfect			
	Sanctum Interior			
Dragon's Rest	Sanctum Nadir			
Brume Tower	Throne Floor			Iron Keep, Iron Passage, Memory of the Old Iron King
	Upper Floor			

	Foyer			
	Lowermost Floor			
	The Smelter Throne			
Iron Passage	Iron Hallway Entrance			Brume Tower
Frozen Eleum Loyce	Outer Wall			Shrine of Winter, Grand Cathedral, Frigid Outskirts
	Abandoned Dwelling			
	Inner Wall			
	Lower Garrison			
	Expulsion Chamber			
Grand Cathedral	Grand Cathedral			Frozen Eleum Loyce

Burnable Items

This is a list of burnable items and their effects:

Item	Effect
Human Effigy	Lower your chances of being invaded. It doesn't stop invasions, rather it resets your position to the bottom of the server queue. ²
Bonfire Ascetic	Increase difficulty of enemies in the surrounding area, similar to New Game+
Sublime Bone Dust ³	Strengthens the Estus Flask, and increases the amount of HP recovered with each use.

Footnotes 1. Normal enemies will stop spawning after they have been killed around 10 to 15 times. This effect can be reversed by burning a Bonfire Ascetic. 2. This may only apply to certain kinds of invasions as well. Further testing is required, but it might not help against Bell Keepers invasions at all. 3. Only burnable at the Majula bonfire.