

# Illusory Ring of the Exalted

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## In-Game Description

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*A ring of yellow stone.*

*The stone is misshaped, however imperceptibly.*

*Renders certain equipment invisible.*

*Do not judge foes by their appearance.*

*He who approaches without a sword  
carries two behind his back.*

## Availability

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Beat the game without resting at a bonfire. The ring is added to your inventory after the credits.

## General Information

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| Name                         | Use                                 | Durability | Weight |
|------------------------------|-------------------------------------|------------|--------|
| Illusory Ring of the Exalted | Right hand weapon becomes invisible | 130        | 0.2    |

## Notes

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- You can never upgrade your Estus Flask with Sublime Bone Dust and you can't rest at bonfires to regain uses. You also can't restore equipment durability at a bonfire. If you wish to replenish swigs or repair equipment, the Small White Sign Soapstone is recommended, due to the shortened objective requirements. You will be fully equipped again if the co-op run is succesful.  
Note that dying as a phantom counts against the Illusory Ring of a Conqueror.

- Lighting a bonfire does not count as resting at it. This gives you the option of spawning closer to your destination. Also, using the primal bonfires does not count as resting.
- When you use a Homeward Bone, you do not heal or replenish any items/equipment. If you use one, it will not count as having rested at the bonfire. You can safely use a Homeward Bone, the Aged Feather, or Darksign and not fear losing this ring. Try to control your spawnpoint by lighting the right bonfires.
- If you try to rest at a lit bonfire when there is an enemy nearby or a phantom is in your world, using it will fail but respawn will be set to it.
- If you do not light the FireKeeper's Dwelling Bonfire in Things Betwixt or the Far Fire in Majula, a Homeward Bone will always take you back to Things Betwixt, regardless of which bonfire was lit most recently. Dying will still respawn you at the last bonfire lit. After lighting either of these bonfires, Homeward Bones and the Darksign will work normally, returning you to the last fire lit. It can be advantageous to avoid lighting either bonfire to retain a quick method back to Majula.
- Only bonfires rested at during the current game cycle count. The ring can be obtained in NG+ by a character who has used a bonfire in NG.
- If you light the *Under Castle Drangleic* bonfire in Drangleic Castle or the *Upper Ramparts* bonfire in Belfry Luna you will not be able to get the ring, as the only way out from those areas is to warp.
- You can only get 1 per character if done by a no bonfire run. Trying to do it on the next playthrough will yield nothing.

## Roadmap to both Illusory Rings

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+ Show Guide - Hide Guide

Start the game

Walk through **Things Betwixt**

Light **Majula** bonfire

Drop down the hole to **The Gutter**

Retrieve *Fragrant Branch of Yore* in **The Gutter** (shortly before Black Gulch bonfire)

Use Homeward Bone to return to **Majula** Bonfire

Walk through **Shaded Woods** to *Ruined Fork Road bonfire*

Light *Ruined Fork Road bonfire*

Unlock the **Shrine of Winter** with x,000,000 Souls (\* see below)

Walk through **Drangleic Castle**, defeat *Dragonriders*

Walk through **King's Passage**, defeat *Looking Glass Knight*

Walk through **Shrine of Amana**, defeat *Demon of Song*

Walk through **Undead Crypt**, defeat *Velstadt*

Obtain *King's Ring*

Use Homeward Bone to return to *Ruined Fork Road* bonfire

Walk through **Aldia's Keep**, defeat *Guardian Dragon*

Walk through **Dragon Aerie**

Walk through **Dragon Shrine**

Obtain *Ashen Mist Heart* from *Ancient Dragon*

Use Homeward Bone to return to *Ruined Fork Road* bonfire

Walk through **Shaded Woods** to **Majula**

Walk through **Majula** to **Forest of Fallen Giants**

Defeat *The Last Giant*

Obtain *Soldier Key*

Walk through **Forest of Fallen Giants** to *The Place Unbeknownst* bonfire

Access **Memory of Jeigh**, defeat *Giant Lord*

Obtain *Giant's Kinship*

Use Homeward Bone to return to *Ruined Fork Road* bonfire

Walk through **Drangleic Castle**

*Light King's Gate* Bonfire

Walk to **Throne of Want**

Defeat *Throne Defender* and *Throne Watcher*

Quit out of the game and re-enter the game

Use Homeward Bone to return to *King's Gate* bonfire if you want to respawn Benhart's sign

Re-buff, repair, etc

Defeat *Nashandra*

Finish the game

Obtain *Illusory Ring of a Conqueror*

Obtain *Illusory Ring of the Exalted*

\*NG 1,000,000 and then +1,000,000 each cycle up to 8,000,000 for NG+7

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