

Bonfires

General Information

Bonfires act as checkpoints in *Dark Souls*, scattered strategically across Lordran. Most bonfires are unlit when you first find them. You need to light it first to be able to rest at it and access its features. "Resting" occurs when golden smoke obscures the screen.

Resting at a bonfire has several effects:

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- Refills your HP and stamina
- Removes your Status Ailments except Curse (although it can remove your Curse buildup)
- Recharges your Estus Flask uses
- Recharges your attuned Sorceries, Miracles, and Pyromancies uses
- Resets and respawn enemies (except some unique enemies and bosses)
- Registers the bonfire to the Warp menu
- Sets your respawn point to that bonfire

These are also applied when you respawn at a bonfire.

When resting, you can access the bonfire menu. Initially, you can only attune spells, change to human form, and kindle the bonfire once. After obtaining certain items, you may perform other activities such as managing or repairing your equipment.

Kindling

By offering accumulated Humanity, you may regain human form (reverse hollowing) or kindle the bonfire. Kindling increases the maximum number of Estus Flask charges by 5 and up to a max of 20. To kindle a bonfire more than once you need to have the Rite of Kindling. The bonfire's flame grows each time it gets kindled. Appearance and level of kindling stay upgraded, even after proceeding to New Game+.

Kindling your bonfire when online will also give a free single Estus charge to other players who previously rested at the same bonfire. If this happens, the receiving player will see a "soul-sucking" animation but colored orange.

Notes

- Using Homeward Miracle, a Homeward Bone, or the Darksign will teleport you to the last bonfire rested at and applies the "resting" effect as if you just died.
- You cannot use a bonfire when an enemy (hostile NPCs included) enters the bonfire area or you have another player online connected to your world (whether it's for co-op or PvP). The bonfire will shrink to its unlit state until the enemy is gone or the guest player(s) leave your world, where the bonfire will return to its previous state accompanied by the bonfire kindling sound effect.
 - Similar to multiplayer items, this can also be used for signalling invasions: the bonfire will shrink even before the invasion message comes out.
- Warping to another bonfire does not count as resting at that bonfire, so you will respawn upon death on the last bonfire rested at, although some of the effects of having rested at one (like respawned enemies, life bar restored, etc.) will still occur when you warp. Your Estus Flask won't be refilled, though.
- Four bonfires have an active Fire Keeper. These are bonfires tended by Anastacia of Astora, Lady of the Darkling, Quelaag's Sister, and the Stone Dragon. When the Fire Keeper is dead, you will be unable to use their bonfire (though the Stone Dragon is immortal and cannot die). You can, however, respawn and warp to that bonfire.
- After reviving Anastacia of Astora, the bonfire located at Firelink Shrine will still remain upgraded even if it was kindled **before** she was killed by Knight Lautrec of Carim.
- Resting at a bonfire to respawn enemies can be used to farm souls if necessary. Check the Soul Farming page for more details.
- To fully upgrade all bonfires, 108 Humanity is needed, assuming you do not die and lose human form. With Additional Content, 120 is needed.
- To make a bonfire available for warping, you have to rest on it. Simply light it will not be enough.

List of Bonfires

Lordvessel warpable bonfires in **bold**

Area Name	Bonfire Name	Landmark	Notable For...	Nearby Areas...
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<u>Undead Asylum</u>	Undead Asylum 1	courtyard		Firelink Shrine
	Undead Asylum 2	after boss room		
<u>Firelink Shrine</u>	Firelink Shrine	central hub	Fire Keeper <u>Anastacia of Astora, Way of White Covenant</u>	Undead Burg, Undead Parish, Catacombs, New Londo Ruins, Lower Undead Burg, Undead Asylum
<u>Firelink Altar</u>	Lordvessel		Cannot be kindled	Firelink Shrine, Kiln of the First Flame
<u>Undead Burg</u>	Undead Burg	below <u>Hellkite Dragon</u> bridge		Undead Parish, Lower Undead Burg
	Sunlight Altar	after <u>Hellkite Dragon</u>	<u>Warrior of Sunlight Covenant</u>	Undead Parish
<u>Undead Parish</u>	Undead Parish (1.06/PtDE only)	by <u>Andre of Astora Blacksmith</u>		Sen's Fortress, Darkroot Garden
<u>Darkroot Garden</u>	Darkroot Garden	<u>illusory wall</u> by <u>Crest of Artorias</u> door	<u>Forest Hunter Covenant</u>	Undead Parish, Darkroot Basin
<u>Darkroot Basin</u>	Darkroot Basin	by Valley of Drakes elevator	near <u>Hydra</u>	Undead Burg, Valley of Drakes, Sanctuary Garden
<u>Depths</u>	Depths (1.06/PtDE only)	door after slimes and torch hollows	need <u>Sewer Chamber Key</u> or <u>Master Key</u>	Lower Undead Burg
<u>Blighttown</u>	Blighttown Catwalk	swaying catwalk		The Depths
	Blighttown Swamp	drain pipe near elevator		Queelag's Domain, The Great Hollow
<u>Quelaag's Domain</u>	Daughter of Chaos	<u>illusory wall</u> below bell	Fire Keeper <u>Quelaag's Sister, Chaos Servant Covenant</u>	Blighttown, Demon Ruins, Lost Izalith
<u>The Great Hollow</u>	The Great Hollow	before tree descent		Blighttown
<u>Ash Lake</u>	Ash Lake	after tree descent	near Black <u>Hydra</u>	The Great Hollow
	Stone Dragon	end of Ash Lake	<u>Path of the Dragon Covenant</u>	
<u>Demon Ruins</u>	Demon Ruins Entrance	before <u>Ceaseless Discharge</u>		Queelag's Domain

	Demon Ruins Staircase	before <u>Demon Firesage</u>	guarded by rockworm	Lost Izalith
	Demon Ruins Catacombs	before <u>Centipede Demon</u>	below Daughter of Chaos elevator	Queelag's Domain. Lost Izalith
<u>Lost Izalith</u>	Lost Izalith Lava Pits	after <u>Centipede Demon</u>	<u>Solaire of Astora</u>	Demon's Ruins
	Lost Izalith 2	<u>illusory wall</u> in the dino pool		Demon's Ruins
	Heart of Chaos	after defeating <u>Bed of Chaos</u>		
<u>Sen's Fortress</u>	Sen's Fortress	upper path		Anor Londo
<u>Anor Londo</u>	Anor Londo	downstairs from large open area	Fire Keeper <u>Lady of the Darkling</u>	Sen's Fortress, Duke's Archives
	Darkmoon Tomb	statue room near spiral staircase	<u>Blade of the Darkmoon</u> Covenant	Painted World
	Anor Londo Residence	fireplace room	<u>Solaire of Astora</u>	
	Chamber of the Princess	after defeating <u>Smough & Ornstein</u>	<u>Princess's Guard</u> Covenant	
<u>Painted World of Ariamis</u>	Painted World of Ariamis (<u>1.06/PtDE only</u>)	after entrance bridge	close to Phalanx shortcut door	
<u>The Duke's Archives</u>	Duke's Archives 1	before fighting <u>Seath</u> first time		Anor Londo
	Duke's Archives 2	prison cell		
	Duke's Archives 3 (<u>1.06/PtDE only</u>)	balcony near Crystal Caves		Crystal Caves
<u>Crystal Cave</u>	Crystal Cave	after defeating <u>Seath</u>		
<u>Catacombs</u>	Catacombs 1	first necromancer		Firelink Shrine
	Catacombs 2	<u>illusory wall</u>		
	Catacombs 3 (<u>Remastered only</u>)	by <u>Vamos</u> Blacksmith		Tomb of Giants

<u>Tomb of the Giants</u>	Tomb of Giants 1 (1.06/PtDE only)	by <u>Patches</u>		Catacombs
	Tomb of Giants 2			
	Altar of the Gravelord	after defeating <u>Gravelord Nito</u>	<u>Gravelord Servant</u> Covenant	
<u>The Abyss</u>	The Abyss	after defeating <u>Four Kings</u>	<u>Darkwraith</u> Covenant	New Londo Ruins
<u>Sanctuary Garden</u>	Sanctuary Garden			Oolacile Sanctuary
<u>Oolacile Sanctuary</u>	Oolacile Sanctuary	after defeating <u>Sanctuary Guardian</u>		Sanctuary Garden, Royal Wood
<u>Oolacile Township</u>	Oolacile Township	after defeating <u>Artorias</u>		Royal Wood, Battle of Stoicism Gazebo
	Oolacile Township Dungeon	past the <u>Chained Prisoner</u>		Chasm of the Abyss
<u>Chasm of the Abyss</u>	Chasm of the Abyss	after defeating <u>Manus</u>		Royal Wood, Oolacile Township

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