

Alonne Knight Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Alonne Knight Helm	48/45/50/48	7/13/5/7	3/9/0/0	11	80	4.6	500
	Alonne Knight Armor	147/140/155/147	23/41/17/23	9/27/0/0	38	80	14.2	500
	Alonne Knight Gauntlets	69/66/73/69	11/19/8/11	4/13/0/0	14	80	6.7	500
	Alonne Knight Leggings	101/96/107/101	16/28/12/16	6/19/0/0	23	80	9.8	500
Total	365/347/385/365	57/101/42/57	22/68/0/0	86	-	35.3	2000	
Full Upgrade Total	727/692/767/727	111/199/83/111	43/133/0/0	86	-	35.3	2000	
Location	Alonne Knight drop in Iron Keep. Leggings and Gauntlets are also dropped by Alonne Knight Captain.							

- + show full armor image - hide
- + show description - hide description

Description

Alonne Knight Helm

Helm worn by Alonne Knights. The bonds of the Alonne Knights, who served the Old Iron King, were mightier than the land's iron, but in the end the knights were subsumed by the flames that brought the castle down.

Alonne Knight Armor

Armor worn by Alonne Knights. The bonds of the Alonne Knights, who served the Old Iron King, were mightier than the land's iron, but in the end the knights were subsumed by the flames that brought the castle down.

Alonne Knight Gauntlets

Gauntlets worn by Alonne Knights. The bonds of the Alonne Knights, who served the Old Iron King, were mightier than the land's iron, but in the end the knights were subsumed by the flames that brought the castle down.

Alonne Knight Leggings

Leggings worn by Alonne Knights. The bonds of the Alonne Knights, who served the Old Iron King, were mightier than the land's iron, but in the end the knights were subsumed by the flames that brought the castle down.

Upgrades

Requires Titanite.

++*Notes

Some of the most poise efficient armor for characters with little to no strength investment.
Extremely useful combined with natural poise to hit breakpoints.

Key

Physical Defense:	<p>The Physical Defense attribute dictates how resilient the piece of armor is to a certain physical damage type.</p> <p>The physical stats for a piece of armor are W / X / Y / Z:</p> <ul style="list-style-type: none">• W is base Physical DEF• X is defense vs. striking attacks• Y is defense vs. slashing attacks• Z is is defense vs. thrusting attacks
Elemental Defense:	<p>The Elemental Defense attribute dictates how resilient the piece of armor is to a certain elemental damage type.</p> <p>The magical stats for a piece of armor are W / X / Y / Z:</p> <ul style="list-style-type: none">• W is defense vs. magic attacks• X is defense vs. fire attacks• Y is defense vs. lightning attacks• Z is defense vs. dark attacks
Resistance:	<p>The Resistance dictate how resilient the piece of armor is to status ailments.</p> <p>The properties for a piece of armor are W / X / Y / Z:</p> <ul style="list-style-type: none">• W is resistance vs. poison• X is resistance vs. bleed• Y is resistance vs. petrification• Z is resistance vs. Hollowing curse
Poise:	<p>Dictates how resilient the piece of armor is to hitstun. A higher poise gives a greater chance that the player will not be interrupted or staggered when hit.</p>
Durability:	<p>The durability of the armor. The effectiveness of the armor will severely deteriorate when the durability falls below a certain threshold, and the armor will become unusable and need to be repaired by a blacksmith once it reaches 0. Durability deterioration that does not reach 0 will be automatically repaired upon resting at a bonfire.</p>

Weight:	The weight of the piece of armor. Note that equipping over certain amounts of your equip burden may alter movement and roll speed, as well as other factors when playing the game.
Attribute Requirements:	Determines how high certain attributes must be in order to wear the armor effectively. Most pieces of armor do not have any such requirements. The required attributes are W / X / Y / Z: <ul style="list-style-type: none">• W is the Strength required• X is the Dexterity required• Y is the Intelligence required• Z is the Faith required
Physical DEF Bonus:	The influence of the character's Physical DEF stat on the effectiveness of armor worn. The possible ratings (from greatest bonus to least bonus) are: S, A, B, C, D, E.

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