

Archdrake Robes

In-Game Description

Robes of the Archdrake sect of Lindelt.

Little is known about the Archdrake sect and its ancient rituals, and those who dare to indulge their curiosity have been known to simply vanish.

The Archdrake sect are the keepers of Lindelt's histories, including the only record of its foundation, a tome they have good reason to keep hidden away.

Availability

- The Cleric class starts with this item.
- The Lost Bastille treasure, near the room with many chests and a Pharros contraption.
- Dropped by Lindelt Clerics in Shrine of Amana.

General Information

Part of the Archdrake Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Archdrake Robes	89/89/89/89	28/27/47/27	24/20/0/0	13	80	9.8	-/-/-	A

Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Archdrake Robes +0	89/89/89/89	28/27/47/27	24/20/0/0	N/A	N/A
Archdrake Robes +1	97/97/97/97	30/29/51/29	26/22/0/0	1x Titanite Shard	530
Archdrake Robes +2	106/106/106/106	33/32/56/32	28/24/0/0	2x Titanite Shard	660
Archdrake Robes +3	115/115/115/115	36/35/60/34	31/26/0/0	3x Titanite Shard	790
Archdrake Robes +4	124/124/124/124	39/37/65/37	33/28/0/0	1x Large Titanite Shard	1050
Archdrake Robes +5	133/133/133/133	42/40/70/40	36/30/0/0	2x Large Titanite Shard	1190
Archdrake Robes +6	142/142/142/142	45/43/74/42	38/32/0/0	3x Large Titanite Shard	1320
Archdrake Robes +7	151/151/151/151	48/45/79/45	40/34/0/0	1x Titanite Chunk	1580
Archdrake Robes +8	160/160/160/160	51/48/83/47	43/36/0/0	2x Titanite Chunk	1710
Archdrake Robes +9	169/169/169/169	54/51/88/50	45/38/0/0	3x Titanite Chunk	1840
Archdrake Robes +10	178/178/178/178	57/54/93/53	48/40/0/0	1x Titanite Slab	2100

Key

Physical Defense:	<p>The Physical Defense attribute dictates how resilient the piece of armor is to a certain physical damage type. 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:	<p>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.</p>
Attribute Requirements:	<p>Determines how high certain attributes must be in order to wear the armor effectively. Most pieces of armor do not have any such requirements.</p> <p>The required attributes are W / X / Y / Z:</p> <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:	<p>The influence of the character's Physical DEF stat on the effectiveness of armor worn.</p> <p>The possible ratings (from greatest bonus to least bonus) are: S, A, B, C, D, E.</p>

Revision #1

Created 17 December 2024 07:14:56 by jade

Updated 17 December 2024 07:14:56 by jade