

# Archdrake Set





Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Archdrake Helm	49/49/49	16/15/26/15	13/11/0/0	7	80	5.4	250
	Archdrake Robes	89/89/89	28/27/47/27	24/20/0/0	13	80	9.8	380
	Archdrake Gloves	29/29/29	9/9/15/9	8/7/0/0	6	80	3.2	260
	Archdrake Boots	43/43/43	14/13/22/13	11/10/0/0	7	80	4.7	300
Total	210/210/210	67/64/110/64	56/48/0/0	33	-	23.1	1,190	
Fully Upgraded Total	419/419/419	134/128/19/124	113/94/0/0	33	-	23.1	1,190	
Location	Dropped by Lindelt Clerics in Shrine of Amana. The Archdrake Robes can be found in the Lost Bastille and is the starting item.							

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Description

Archdrake Helm

Helm 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.

Archdrake Robes

Robes of the Archdrake sect of Lindelt.

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Archdrake Gloves

Gloves of the Archdrake sect of Lindelt.

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Archdrake Boots

Boots of the Archdrake sect of Lindelt.

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# Upgrades

Requires Titanite.

## Key

<b>Physical Defense:</b>	<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"><li>• W is base Physical DEF</li><li>• X is defense vs. striking attacks</li><li>• Y is defense vs. slashing attacks</li><li>• Z is is defense vs. thrusting attacks</li></ul>
<b>Elemental Defense:</b>	<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"><li>• W is defense vs. magic attacks</li><li>• X is defense vs. fire attacks</li><li>• Y is defense vs. lightning attacks</li><li>• Z is defense vs. dark attacks</li></ul>
<b>Resistance:</b>	<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"><li>• W is resistance vs. poison</li><li>• X is resistance vs. bleed</li><li>• Y is resistance vs. petrification</li><li>• Z is resistance vs. Hollowing curse</li></ul>
<b>Poise:</b>	<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>
<b>Durability:</b>	<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>
<b>Weight:</b>	<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>

<b>Attribute Requirements:</b>	<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"><li>• W is the Strength required</li><li>• X is the Dexterity required</li><li>• Y is the Intelligence required</li><li>• Z is the Faith required</li></ul>
<b>Physical DEF Bonus:</b>	<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>

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