Crown of the Sunken King

In-Game Description

Crown of the Sunken King
who once ruled this land.

The King erected the Eternal Sanctum below
the earth to worship the great dragon
but the towering bulwark crumbled with the
city shortly after the dragon's awakening.

But there were events of long ago,
and today, no one even remembers
the King's name.

Availability

Found on the ground in Dragon's Rest after defeating Sinh, the Slumbering Dragon.

General Information

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Crown of the Sunken King	35/33/35/33	9/8/8/7	18/10/10/0	0	100	4	-/-/-/-	E

Notes

- Increases Endurance, Strength, Dexterity, Intelligence and Faith by one point. Lowers Vigor and Vitality by one point.
- Obtaining this crown and the King's Crown expands King Vendrick's dialogue in Memory of the King.
- Gives Vendrick's Blessing when worn after collecting all 4 crowns and speaking with Vendrick.

Upgrades

Requires Twinkling Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Crown of the Sunken King +0	35/33/35/33	9/8/8/7	18/10/10/0	-	-
Crown of the Sunken King +1	42/39/42/39	10/9/9/8	21/12/12/0	1x Twinkling Titanite	710
Crown of the Sunken King +2	49/46/49/46	12/10/11/9	24/14/14/0	1x Twinkling Titanite	890
Crown of the Sunken King +3	56/52/56/52	13/12/12/11	28/16/16/0	2x Twinkling Titanite	1060
Crown of the Sunken King +4	63/59/63/59	15/13/14/12	31/18/18/0	2x Twinkling Titanite	1420
Crown of the Sunken King +5	70/66/70/66	17/15/16/14	35/20/20/0	3x Twinkling Titanite	1590

Key

Physical Defense:	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:
	- 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:	The Elemental Defense attribute dictates how resilient the piece of armor is to a certain elemental damage type. The magical stats for a piece of armor are W / X / Y / Z: - 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:	The Resistance dictate how resilient the piece of armor is to status ailments. The properties for a piece of armor are W / X / Y / Z: - W is resistance vs. poison - X is resistance vs. bleed - Y is resistance vs. petrification - Z is resistance vs. Hollowing curse
Poise:	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.
Durability:	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.
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: - 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.