

Dragon Sage Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Dragon Sage Hood	25/27/25/25	11/11/12/13	12/10/0/21	0	55	2.0	500
	Dragon Acolyte Robe	59/62/57/57	24/24/28/30	27/23/0/27	0	55	3.9	500
	Dragon Acolyte Gloves	24/25/24/24	10/10/11/12	11/24/0/0	0	55	1.6	500
	Dragon Acolyte Boots	36/38/35/35	15/15/17/18	17/33/0/0	0	55	2.4	500
Total	-/-/-/-	-/-/-/-	-/-/-/-	0	-	9.9	2000	
Full Upgrade Total	-/-/-/-	-/-/-/-	-/-/-/-	-	-	-	2000	
Location	Hood is rare dropped from Giant Basilisk and petrified Ogre in Aldia's Keep. Rest of the set dropped by Dragon Acolytes.							

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

Description

Dragon Sage Hood

Hood worn by the Archmaster of Aldia.

Several of the greatest minds converged in Aldia to weave strange new rituals, but rumors suggest that during the course of their work their thoughts were not their own.

The nebulous face of the mask is designed to deflect the ire of the ritual sacrifice.

Dragon Acolyte Robe

Robes worn by acolytes of Aldia.

Several of the greatest minds converged in Aldia to weave strange new rituals, but rumors suggest that during the course of their work their thoughts were not their own.

This white robe is designed to bear the brunt of the ritual sacrifice's gushing blood.

Dragon Acolyte Gloves

Gloves worn by acolytes of Aldia.

Several of the greatest minds converged in Aldia to weave strange new rituals, but rumors suggest that during the course of their work their thoughts were not their own.

These white gloves are designed to bear the brunt of the ritual sacrifice's gushing blood.

Dragon Acolyte Boots

Boots worn by acolytes of Aldia.

Several of the greatest minds converged in Aldia to weave strange new rituals, but rumors suggest that during the course of their work their thoughts were not their own.

These practical boots are designed to prevent the acolyte from slipping on the blood of the sacrifice.

Upgrades

Requires Titanite.

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:	<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 07:11:39 by jade
Updated 17 December 2024 07:11:39 by jade