

# Dragonrider Set





Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Dragonrider Helm	115/107/120/115	10/10/10/10	10/13/0/0	16	95	7.5	720
	Dragonrider Armor	243/227/254/243	21/20/22/21	20/28/0/0	45	95	16	1,150
	Dragonrider Gauntlets	95/88/99/95	9/8/9/9	8/11/0/0	12	95	6.2	800
	Dragonrider Leggings	113/105/118/113	10/10/10/10	10/13/0/0	14	95	7.4	930
Total	566/527/591/566	50/48/51/50	48/65/0/0	87	-	37.1	3600	
Full Upgrade Total	790/736/825/790	69/64/70/69	65/90/0/0	87	-	37.1	3600	
Location	After defeating the Dragonriders in Drangleic Castle, it is sold by Magerold of Lanafir in the Thr							

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## Description

### Dragonrider Helm

*Helm worn by the Dragonriders, King Vendrick's royal guard. According to legend, the Dragonriders straddled not horses, but wyrms. Aspiring Dragonriders who had not the mettle to handle their training were torn apart by their wyrms, and those who survived emerged with deific strength.*

### Dragonrider Armor

*Armor worn by the Dragonriders, King Vendrick's royal guard. According to legend, the Dragonriders straddled not horses, but wyrms. Aspiring Dragonriders who had not the mettle to handle their training were torn apart by their wyrms, and those who survived emerged with deific strength.*

### Dragonrider Gauntlets

*Gauntlets worn by King Vendrick's loyal Dragonriders. According to legend, the Dragonriders went into battle astride not horses, but wyrms. Aspiring Dragonriders who had not the mettle to handle their training were torn apart by their wyrms, and those who survived emerged with deific strength.*

### Dragonrider Leggings

*Leggings worn by King Vendrick's loyal Dragonrider. According to legend, the Dragonriders went into battle astride not horses, but wyrms. Aspiring Dragonriders who had not the mettle to handle their training were torn apart by their wyrms, and those who survived emerged with deific strength.*

# Upgrades

Requires Twinkling 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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