

# Drakeblood Helm

## In-Game Description

*Black helm of the Drakeblood Knights, who came from a land long forgotten.*

*The Drakeblood Knights, who worshiped the blood of dragons, were led by Sir Yorgh in a siege of the Eternal Sanctum, but sunk into the Sanctum when the slumbering dragon awoke.*

*The red cloth wrapped around their black armor represents the sacred blood of dragons.*

## Availability

Found on a corpse in the room below the Sanctum Inner Chamber bonfire in Dragon's Sanctum. This room is filled with empty metal chests.

## General Information

Part of the Drakeblood Set.

| Name            | Physical Defense | Elemental Defense | Resistance | Poise | Durability | Weight | Attributes Required | Physical DEF Bonus |
|-----------------|------------------|-------------------|------------|-------|------------|--------|---------------------|--------------------|
| Drakeblood Helm | 76/74/83/79      | 10/16/8/14        | 14/18/0/0  | 7     | 85         | 4.7    | -/-/-               | C                  |

## Upgrades

Requires Titanite.

| Name                | Physical Defense | Elemental Defense | Resistance | Materials Cost          | Souls Cost |
|---------------------|------------------|-------------------|------------|-------------------------|------------|
| Drakeblood Helm +0  | 76/74/83/79      | 10/16/8/14        | 14/18/0/0  | -                       | -          |
| Drakeblood Helm +1  | 77/75/85/80      | 10/16/8/14        | 14/18/0/0  | 1x Titanite Shard       | 500        |
| Drakeblood Helm +2  | 79/77/87/82      | 11/17/8/15        | 15/19/0/0  | 2x Titanite Shard       | 630        |
| Drakeblood Helm +3  | 81/79/89/84      | 11/18/8/15        | 15/20/0/0  | 3x Titanite Shard       | 750        |
| Drakeblood Helm +4  | 83/81/91/86      | 12/19/9/16        | 16/21/0/0  | 1x Large Titanite Shard | 1000       |
| Drakeblood Helm +5  | 85/83/93/88      | 12/20/9/17        | 17/21/0/0  | 2x Large Titanite Shard | 1130       |
| Drakeblood Helm +6  | 87/84/95/90      | 13/20/9/17        | 17/22/0/0  | 3x Large Titanite Shard | 1250       |
| Drakeblood Helm +7  | 89/86/97/92      | 13/21/10/18       | 18/23/0/0  | 1x Titanite Chunk       | 1500       |
| Drakeblood Helm +8  | 91/88/99/94      | 14/22/10/18       | 18/24/0/0  | 2x Titanite Chunk       | 1630       |
| Drakeblood Helm +9  | 93/90/101/96     | 14/23/10/19       | 19/25/0/0  | 3x Titanite Chunk       | 1750       |
| Drakeblood Helm +10 | 95/92/103/98     | 15/24/11/20       | 20/26/0/0  | 1x Titanite Slab        | 2000       |

## 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

|                                       |  |
|---------------------------------------|--|
| <p><b>Elemental Defense:</b></p>      | <p>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:</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> |
| <p><b>Resistance:</b></p>             | <p>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:</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>   |
| <p><b>Poise:</b></p>                  | <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>   |
| <p><b>Durability:</b></p>             | <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>   |
| <p><b>Weight:</b></p>                 | <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>  |
| <p><b>Attribute Requirements:</b></p> | <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. 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>  |
| <p><b>Physical DEF Bonus:</b></p>     | <p>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.</p>   |

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