Drakeblood Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Drakeblood Helm	76/74/83/79	10/16/8/14	14/18/0/0	7	85	4.7	820
	Drakeblood Armor	200/190/214/204	34/42/22/37	34/44/0/0	22	85	12.5	210
	Drakeblood Gauntlets	75/72/81/77	10/16/7/14	14/17/0/0	9	85	4.6	950
	Drakeblood Leggings	125/120/135/129	20/26/14/23	22/28/0/0	9	85	7.8	168
Total	476/456/513/489	74/100/51/88	84/107/0/0	47	340	29.6	2148	
Fully Upgraded Total	593/568/639/610	109/149/74/129	122/159/0/0	47	340	29.6	2148	
Location	Found on a corpse in the room down the stairs from the Sanctum Interior bonfire in Dragon's Sanctum.							

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

Description

Drakeblood Helm

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.

Drakeblood Armor

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

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Drakeblood Gauntlets

Black gauntlets of the Drakeblood Knights,
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Drakeblood Leggings

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

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blood of dragons, were led by Sir Yorgh
in a siege of the Eternal Sanctum, but sunk
into the Sanctum when the slumbering

Upgrades

Requires Titanite.

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.

Revision #1
Created 17 December 2024 07:11:43 by jade
Updated 17 December 2024 07:11:44 by jade