

Drangleic Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Drangleic Helm	79/75/86/81	13/13/11/13	13/17/0/0	10	90	5.9	400
	Drangleic Mail	195/184/211/199	32/32/28/32	33/42/0/0	28	90	14.5	650
	Drangleic Gauntlets	83/79/90/85	14/14/12/14	14/18/0/0	10	90	6.2	490
	Drangleic Leggings	102/97/110/104	17/17/15/17	17/22/0/0	12	90	7.6	550
Total	459/435/497/469	76/76/66/76	77/99/0/0	60	-	34.2	2090	
Fully Upgraded Total	690/651/746/702	111/109/191/111	116/150/0	60	-	34.2	2090	

Location
Mail, Gauntlets and Leggings can be found on a corpse in a hole in Forest of Fallen Giants after the Pursuer

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

Description

Drangleic Helm

A traditional Drangleic helmet. Belonged to Captain Drummond. In his day, King Vendrick was fair and just, and expected the same of his liegemen. This helm was proof of King Vendrick's trust, an honor, until his transfiguration.

Drangleic Mail

Traditional Drangleic armor. Belonged to Captain Drummond. Drummond's ancestors have served Drangleic for generations, principally as defenders of the great fort, but Captain Drummond is the last in this proud line.

Drangleic Gauntlets

Traditional Drangleic gauntlets. Belonged to Captain Drummond. Drummond's ancestors have served Drangleic for generations, principally as defenders of the great fort, but Captain Drummond is the last in this proud line.

Drangleic Boots

Traditional Drangleic leggings. Belonged to Captain Drummond. Drummond's ancestors have served Drangleic for generations, principally as defenders of the great fort, but Captain Drummond is the last in this proud line.

Upgrades

Requires Twinkling 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:	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: <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:	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.

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