

# Nahr Alma Robes


## In-Game Description

*Robe worn by servants of Nahr Alma,  
god of blood.  
Increases souls acquired for each kill.  
Belonged to Titchy Gren.*

*Those who profess faith in Nahr Alma  
Have rejected all that is this world,  
And now vow to travel a path stained with blood..*

*Effect: Increases number of Souls acquired*

## Availability

- Gift from Titchy Gren after reaching Rank 3 in the Brotherhood of Blood covenant.
- Sold by Merchant Hag Melentia for 5,000 souls, after killing Titchy Gren.

## General Info

- Part of the Nahr Alma Set.
- Increases souls gained by 10%.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Nahr Alma Robes	44/47/43/43	25/21/23/44	22/22/29/29	0	50	3.5	-/-/-	B

## Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Nahr Alma Robes +0	44/47/43/43	25/21/23/44	22/22/29/29	N/A	N/A
Nahr Alma Robes +1	48/51/47/47	27/23/25/48	24/24/31/31	1x Titanite Shard	360
Nahr Alma Robes +2	53/56/51/51	29/25/27/52	26/26/34/34	2x Titanite Shard	450
Nahr Alma Robes +3	57/61/56/56	32/27/29/57	28/28/37/37	3x Titanite Shard	540
Nahr Alma Robes +4	62/66/60/60	34/29/32/61	30/30/40/40	1x Large Titanite Shard	710
Nahr Alma Robes +5	66/71/65/65	37/31/34/66	33/33/43/43	2x Large Titanite Shard	800
Nahr Alma Robes +6	71/75/69/69	39/33/36/70	35/35/45/45	3x Large Titanite Shard	890
Nahr Alma Robes +7	75/80/73/73	41/35/39/74	37/37/48/48	1x Titanite Chunk	1,070
Nahr Alma Robes +8	80/85/78/78	44/37/41/79	39/39/51/51	2x Titanite Chunk	1,160
Nahr Alma Robes +9	84/90/82/82	46/39/43/83	41/41/54/54	3x Titanite Chunk	1,250
Nahr Alma Robes +10	89/95/87/87	49/42/46/88	44/44/57/57	1x Titanite Slab	1,420

# 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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