

Status Effects

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Bleed

Fold

Unfold

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Effect

Once the Bleed meter is full, the target's HP will be damaged by 200. It will also reduce the maximum stamina of the target to 75% for 5 to 10 seconds.

Enemy Causes of Bleed

Cause of Bleed	Location
Dark Stalker	No-man's Wharf
Stray Dog	No-man's Wharf The Lost Bastille Frozen Eleum Loyce
Artificial Undead	Huntsman's Copse Harvest Valley
Crescent Sickle Phantom	Earthen Peak
Alonne Knight	Iron Keep Memory of the Old Iron King
Alonne Knight Captain	Iron Keep Drangleic Castle Memory of the Old Iron King
Lizardman	Shrine of Amana
Ogre	Things Betwixt Shrine of Amana Aldia's Keep
Suspicious Shadow	No-man's Wharf
Giant Undead Boar	Brightstone Cove Tseldora
Washing Pole Phantom	Drangleic Castle
Iron Warrior (mace)	Brume Tower Iron Passage
Prowlers	Brume Tower

Spellsword	Frozen Eleum Loyce
Ice Rat	Frozen Eleum Loyce
Afflicted Graverobber	Cave of the Dead
Sir Alonne	Memory of the Old Iron King

Player Methods of inflicting Bleed

- Imbuing a weapon with a Bleed Stone.
- Applying Bleeding Serum to a weapon for a temporary Bleed effect.
- Using weapons with a Bleed effect:
 - Ashen Warrior Sword
 - Bandit's Knife
 - Barbed Club
 - Bewitched Alonne Sword
 - Bound Hand Axe
 - Bound Wooden Shield
 - Chariot Lance
 - Claws
 - Curved Twinblade
 - Eleum Loyce
 - Falchion
 - Flamberge
 - Full Moon Sickle
 - Greatsword of the Forlorn
 - Ice Rapier
 - Ivory King Ultra Greatsword
 - Morning Star
 - Notched Whip
 - Royal Greatsword
 - Scythe of the Forlorn
 - Work Hook
- Using these consumables:
 - Lacerating Knife
 - Lacerating Arrow

If you intend to wield a weapon that inflicts bleed, it's important to be aware of your Bleed ATK Bonus stat.

Note:

Your Bleed ATK Bonus does NOT affect the total amount of damage the bleed will do; it only increases the amount of bleed buildup you will inflict per hit.

Increasing Bleed bonus

Dexterity and Faith increase the Bleed ATK Bonus stat.

Steady Hand McDuff is able to imbue your weapon with bleed with a Bleed Stone after you've given him the Dull Ember.

Shadow Gauntlets and Crest of Blood increase bleed damage on weapons that have either innate bleed or are infused with it:

- Weapons with innate Bleed get 50 points of extra damage.
- Weapons infused with Bleed get 25 points of extra damage.
- Weapons with innate Bleed AND infused with Bleed get 60 points of extra damage.
- These items stack, so wearing both of them and using a Bleed-infused weapon grants 50 points of extra damage.

Resisting and Avoiding Bleed

- Increase the Adaptability and Faith stats, which raise Bleed Resist
- Use a Red Leech Troches (increases resistance by 200 points for 90 seconds)
- Cast Perseverance (increases resistance by 150 points for 120 seconds)
- Cast Iron Flesh (increases resistance by 200 points for 25 seconds).
- Equip the Bloodbite Ring (increases resistance by 150/300 points)
- Equip the Ring of Resistance (increases resistance by 120/200 points)
- Equip Yorgh's Spear (increases resistance by 70 points)
- Equip various Bleed-resistant armors
- Block with shields that have high Bleed resist

Curse

Effect

Lower's the player's health equal to the amount of one death (5%), as well as turning them hollow if they are not already. Curse does nothing once one's maximum health has been reduced to half.

Curse bypasses the Ring of Life Protection, but not the Ring of Binding.

Enemy Causes of Curse

Cause of Curse	Location
Curse Jar	Shaded Woods Shrine of Amana Huntsman's Copse
Lion Clan Warrior	Shaded Woods
Undead Peasant	Brightstone Cove Tseldora
The Pursuer (when their sword glows blue)	Forest of Fallen Giants Lost Bastille Iron Keep Drangleic Castle
Ashen Idol	Brume Tower
Nashandra	Throne of Want
Painting of the Queen	Drangleic Castle

Resisting and Avoiding Curse

- The hollowing effect of Curse can be reversed by using a Human Effigy
- Increase the Attunement and Adaptability stats, which raise Curse Resist
- Cast Perseverance (increases resistance by 300 points for 120 seconds)
- Cast Iron Flesh (increases resistance by 200 points for 25 seconds).
- Equip the Cursebite Ring (increases resistance by 400 points)
- Equip the Ring of Resistance (increases resistance by 120/200 points)
- Equip Yorgh's Spear (increases resistance by 70 points)

- Equip various Curse-resistant armors
- Equip the Ring of Binding, which lessens the effect of curse
- Equip Hollow Skin to boost Curse resistance by 1000, which effectively makes the player immune to Curse.
- Equip Black Witch Veil to boost Curse resistance by 1000, which effectively makes the player immune to Curse.
- Block with shields that have high Curse resist
- Equip one of the crowns (King's Crown,Crown of the Sunken King,Crown of the Old Iron King,Crown of the Ivory King) when Vendrick's Blessing was obtained and become immune to Curse.

Notes

- Players cannot cause curse.
- Phantoms will not suffer the effects of curse.

Petrification

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Effect

Petrification will cause the player to turn to stone, instantly killing them. Death by petrification results in temporarily losing 20% of max health instead of the normal 5%.

Enemy Causes of Petrification

Cause of Petrification	Location
Undead Citizen (yellow core)	The Lost Bastille
Basilisk	Multiple locations
Giant Basilisk	Multiple locations
Corpse Rat	Grave of Saints
Rabid Kobold	Aldia's Keep
Petrifying Statue Cluster	Cave of the Dead
Petrifying Statue	Cave of the Dead
Petrifying Mist Trap	Cave of the Dead

Resisting and Avoiding Petrification

- Increase the Adaptability and Vigor stats, which raise Petrify Resist
- Use a Triclops Snake Troches (increases resistance by 200 points for 90 seconds)
- Cast Perseverance (increases resistance by 300 points for 120 seconds)
- Cast Iron Flesh (increases resistance by 200 points for 25 seconds).
- Equip the Ash Knuckle Ring (increases resistance by 400 points)
- Equip the Ring of Resistance (increases resistance by 120/200 points)
- Equip Yorgh's Spear (increases resistance by 70 points)
- Equip various Petrify-resistant armors
- Block with shields that have high Petrify resist

- To completely nullify petrification, equip the Ring of Soul Protection. After the status bar is filled, the ring will break and discard the status, thus allowing you to proceed.
- To avoid losing souls and decreasing max health, equip the Ring of Life Protection. It will not save you from petrification, but after you die it will break, allowing you to keep your souls and human form, as after usual death.

Notes

- Players cannot cause petrification.
- NPCs who are found petrified can be cured with a Fragrant Branch of Yore. Non-petrified NPCs who have petrification inflicted upon them will die.
- If signed into online the statues of other players may be found

Poison

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Effect

Once the Poison meter is full, HP will begin to drain at a steady rate depending on the method of infliction. Duration is 20 seconds and damage dealt is 1,050-1,100.Toxic is a form of poison that deals more damage. Duration is 20 seconds and damage dealt is 1,485.

Enemy Causes of Poison

Cause of Poison	Location	Toxic?
Goblin	Shaded Woods	No
Great Moth	Huntsman's Copse	No
Rogue archers	Huntsman's Copse	No
Manikin	Earthen Peak	No
Dog Rat	Doors of Pharros	Yes
Poison Shooting Statue	The Gutter Black Gulch	No
Pyromancer Giant	Memory of Orro Memory of Vammar	Yes
Suspicious Shadow	No-man's Wharf	No
Sanctum Soldier	Dragon's Sanctum Cave of the Dead	No
Sanctum Priestess	Dragon's Sanctum	No
Poison Statue Cluster	Shulva, Sanctum City	No
Scorpioness Najka	Shaded Woods	Yes
Royal Rat Vanguard	Grave of Saints	No
Royal Rat Authority	Doors of Pharros	?
Sinh, the Slumbering Dragon	Dragon's Rest	Yes

Poison pools and mists	Harvest Valley Earthen Peak	No
Containers full of poison	Various	No
Poison dart mask	Drangleic Castle	No
Poison mist chest trap	Trapped chests	No

Player Methods of inflicting Poison

- Imbuing a weapon with a Poison Stone.
- Applying Rotten Pine Resin to a weapon for a temporary Poison effect.
- Casting Poison Mist, Toxic Mist or Dark Fog.
- Wearing the Moon Butterfly Set.
- Using weapons with a Poison effect:
 - Black Scorpion Stinger
 - Mytha's Bent Blade
 - Manslayer
 - Spotted Whip
 - Bat Staff (melee attacks only) (since the update patch around 10/2014, the Bat Staff no longer has a poison aux. effect)
 - Sanctum Mace
 - Moon Butterfly Shield
- Using these consumables:
 - Poison Throwing Knife
 - Poison Arrow

Player Methods of inflicting Toxic

- Mytha's Bent Blade
- Casting Toxic Mist.
- Using Dung Pie consumables (?).

If you intend to wield a weapon that inflicts poison, it's important to be aware of your Poison ATK Bonus stat.

Note:

Your Poison ATK Bonus does NOT affect the total amount of damage the poison will do; it only increases the amount of poison buildup you will inflict per hit.

Increasing Poison bonus

Dexterity and Adaptability increase the Poison ATK Bonus stat.

Steady Hand McDuff is able to imbue your weapon with poison with a Poison Stone after you've given him the Dull Ember.

Sanctum Soldier Gauntlet and Crest of the Rat increase poison damage on weapons that have either innate poison or are infused with it:

- Weapons with innate Poison get 50 points of extra damage.
- Weapons infused with Poison get 25 points of extra damage.
- Weapons with innate Poison AND infused with Poison get 60 points of extra damage.
- These items stack, so wearing both of them and using a Poison-infused weapon grants $2(60) = 120$ points of extra damage.

Recovering from Poison

- Consume a Poison Moss.
- Consume a Divine Blessing.
- Consume a Monastery Charm.
- Consume a Dragon Charm.
- Cast Caressing Prayer.
- Rest at a Bonfire.
- Stand in the mist emitted by the Corrosive Ant Queen.

Resisting and Avoiding Poison

- Increase the Adaptability stat, which raises Poison Resist.
- Use a Common Fruit (increases resistance by 200 points for 90 seconds).
- Cast Perseverance (increases resistance by 150 points for 120 seconds).
- Cast Iron Flesh (increases resistance by 200 points for 25 seconds).
- Equip the Poisonbite Ring (increases resistance by 150/300 points).
- Equip the Ring of Resistance (increases resistance by 120/200 points).
- Equip Yorgh's Spear (increases resistance by 200 points).
- Equip various Poison-resistant armors.
- Block with shields that have high Poison resist.

Enemies Immune to Poison

Most enemies can be poisoned. However, the following cannot:

Regular Enemies

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- All skeleton types
 - Old Knight
 - Manikin
 - Mounted Overseer
 - Poison Horn Beetle
 - Razorback Nightcrawler
 - Coal Tar
 - Imperious Knight
 - Mirror Squire
 - Sanctum Soldier?

Bosses

- Mytha, the Baneful Queen
- Skeleton Lords
- Scorpioness Najka
- Vendrick
- Elana, the Squalid Queen
- Fume Knight
- Sinh, the Slumbering Dragon
- Sir Alonne