

# Bleed

Fold

Unfold

Table of Contents

Effect

Enemy Causes of Bleed

Player Methods of inflicting Bleed

Increasing Bleed bonus

Resisting and Avoiding Bleed

## 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

---

Revision #1

Created 17 December 2024 07:52:55 by jade

Updated 17 December 2024 07:52:55 by jade