

# Ring of Blades


## In-Game Description

*The Ring of Blades is modeled after the mad knight of Alken's weapon of choice. Increases physical attack.*

*The kingdoms of Alken and Venn long ago flourished on these very grounds. They were both founded by the same man, but were reduced to rivalry and spite.*

## Availability

### Ring of Blades

Dropped by the Pursuer in either Forest of Fallen Giants encounter.

### Ring of Blades +1

Dropped by the Pursuer during the Iron Keep encounter.

### Ring of Blades +2

Dropped by the left Pursuer during the Drangleic Castle encounter on Bonfire Intensity 2 or above.

## General Information

Name	Use	Durability	Weight
Ring of Blades	Increases physical damage with all weapons by 20	110	1.0
Ring of Blades +1	Increases physical damage with all weapons by 35	85	1.5
Ring of Blades +2	Increases physical damage with all weapons by 50	70	2.0

# Notes

- Basic weapons with infusions that lower physical damage and add elemental damage only receive 50% of this bonus.
- Unique weapons which are upgraded with Twinkling Titanite or Petrified Dragon Bone will receive 80% of the ring's attack bonus if infused.
- This ring will not add physical damage onto weapons that naturally don't have any.
- Elemental weapons infused with the same element will only receive 40 attack points (tested with Ring of Blades +2, Magic Crescent Axe, Fire Black Knight Halberd, Lightning Heide Lance, Dark Roaring Halberd) that is 80% of the bonus, so for Ring of Blades should be 16 and 28 for Ring of Blades +1.
- Weapons with base physical attack + non physical damage infused with same non physical element also get 80% of the effect even if upgraded with regular titanite(tested with Royal Greatsword infused with bleed to match the base bleed damage)

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