

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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