

Bleed Stone

In-Game Description

*An altered state of titanite.
Use to make weapons lacerating,
or to provide bleeding reduction to shields.*

*Sorcerers at the Melfian Magic Academy
once attempted to imbue titanite with
various elements, but are said to have failed.*

*Someone must have succeeded, though;
what else would explain this stone?*

Use

Used to infuse weapons and shields with Bleed.

The upgrade is performed via infusion by the blacksmith Steady Hand McDuff. Weapons infused with Bleed gain Bleed Damage while lowering base damage and current scaling. Shields gain Bleed resistance while lowering other resistances. The Dull Ember is required to perform infusions.

Availability

Where to buy:

Merchant Sold By	Price	Stock
Stone Trader Chloanne	7,000 souls	3 after Drangleic Castle

Enemy drops:

- Dropped by Basilisks.

- Dropped by Lizardmen in Shrine of Amana.
- Dropped by Undead Suppliant in Shrine of Amana.

Other sources:

- Loot in Sinner's Rise behind an illusory wall on your right in the water right after the elevator ride.
- Grave of Saints/The Gutter: between these two areas, on a corpse on the bridge that you drop down to after the Royal Rat Vanguard boss encounter.
- Three in the left wooden chest after the wall spike trap staircase in Dragon's Sanctum.
- One of the items that can be received from Dyna and Tillo in Things Betwixt.

Notes

- Most weapons and shields can be infused. Infusion is a one time process that will consume one stone of the element desired.
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Infusion Mechanics

The following may not work with boss weapons.

- **Weapon with only physical damage:** magic, fire, electric and dark paths will lower the physical damage by 30% and give that value to the chosen elemental damage independently of the weapons level. For example, a Greatsword +1 with 220 physical damage will result in 154 in both physical and elemental damage ($220 * 0.7 = 154$). A Greatsword +10, with 420 physical damage this time, would result in 294 in both damage types ($420 * 0.7 = 294$).
 - **Weapon with both physical and elemental damage:**
 - **Same elemental path:** If a weapon that already has elemental damage is infused with the same type, the physical damage will be lowered by 5% and the elemental damage will be increased by 44%. This is because, similar to the below, it lowers the damage by 10% but also increases it by 60%. Math: $0.9 * 1.6 = 1.44$
 - **Different elemental path:** If a weapon that already has elemental damage is infused with a different type, both the elemental and physical damage will be lowered by 10% and the new one will be the 60% of the first elemental damage type.
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