

# Wanderer Hood

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/statgen.html?item=Wanderer%20Hood>

[https://jadepilled.github.io/souls-model-viewer/ds1/head.html?model=Wanderer%20Hood%20\(M\).glb](https://jadepilled.github.io/souls-model-viewer/ds1/head.html?model=Wanderer%20Hood%20(M).glb)

The **Wanderer Hood** is a helm in Dark Souls, part of the Wanderer Set. Crafted from sturdy leather, it provides solid defense against wind and rain, making it ideal for harsh weather conditions during travel. Lightweight yet durable, the Wanderer Hood offers balanced protection, excelling particularly in Lightning Defense. When upgraded to +10, it ranks among the best in the game for mitigating Lightning Damage.

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*Hood of an aimless traveler. Made from sturdy leather, it offers protection versus wind and rain.*

## Effects

special effects go here

## Location

this Helm is found here

## Stats & Upgrade Table

Variation	Physical Def.				Elemental Def.			Resistances	
	Slash	Strike	Thrust	Standard	Magic	Fire	Lightning	Bleed	Poison
Wanderer Hood	9.0	9.6	9.6	9.0	8.0	10.0	9.0	8.0	8.0
+1 Titanite Shard x1	9.9	10.6	10.6	9.9	8.8	11.0	9.9	8.0	8.0
+2 Titanite Shard x1	10.8	11.6	11.6	10.8	9.6	12.0	10.8	8.0	8.0
+3 Titanite Shard x2	11.7	12.5	12.5	11.7	10.4	13.0	11.7	8.0	8.0
+4 L. Titanite Shard x1	12.9	13.8	13.8	12.9	11.4	14.3	12.9	8.4	8.4
+5 L. Titanite Shard x1	14.0	15.0	15.0	14.0	12.5	15.6	14.0	8.8	8.8
+6 L. Titanite Shard x2	15.2	16.3	16.3	15.2	13.5	16.9	15.2	9.2	9.2
+7 Titanite Chunk x1	16.6	17.8	17.8	16.6	14.8	18.6	16.6	9.6	9.6
+8 Titanite Chunk x1	18.1	19.4	19.4	18.1	16.1	20.1	18.1	10.0	10.0
+9 Titanite Chunk x2	19.5	20.9	20.9	19.5	17.4	21.7	19.5	10.4	10.4
+10 Titanite Slab x1	21.8	23.3	23.3	21.8	19.4	24.2	21.8	11.2	11.2

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