

# Black Witch Domino Mask


## In-Game Description

*Domino mask worn by Zullie the Witch,  
seducer of Alva the Wayfarer.  
Strengthens magic attacks but reduces max HP.*

*When Zullie the Witch Learned of Alva's dedication  
to Saint Serreta, she used all manner of tricks and  
deceit to ruin him, but in the end she would  
spend her life with him, supporting his endeavors.*

*The witch, as unloving as she was unloved, finally  
found illumination through her blighted existence.*

*Effects:  
Raises magic ATK.  
Lowers max HP*

## Availability

Dual Avelyn Guardian drop - very rare.

## General Information

- Part of the Black Witch Set.
- Lowers HP by around 15%.
- Increases damage of spells by around 3%.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus

Black Witch Domino Mask	10/11/9/9	16/8/16/16	5/5/17/17	0	60	0.5	-/-/20/-	E
-------------------------	-----------	------------	-----------	---	----	-----	----------	---

# Upgrades

Requires Twinkling Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Black Witch Domino Mask +0	10/11/9/9	16/8/16/16	5/5/17/17	-	-
Black Witch Domino Mask +1	11/12/10/10	17/8/17/17	5/5/18/18	1x Twinkling Titanite	240
Black Witch Domino Mask +2	12/13/11/11	19/9/19/19	5/6/20/20	1x Twinkling Titanite	300
Black Witch Domino Mask +3	13/14/12/12	20/10/20/20	6/6/22/22	2x Twinkling Titanite	360
Black Witch Domino Mask +4	14/15/13/13	22/11/22/22	6/7/24/24	2x Twinkling Titanite	480
Black Witch Domino Mask +5	15/16/14/14	24/12/24/24	7/8/26/26	3x Twinkling Titanite	530

# Key

Physical Defense:	<p>The Physical Defense attribute dictates how resilient the piece of armor is to a certain physical damage type.</p> <p>The physical stats for a piece of armor are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>W is base Physical DEF</li> <li>X is defense vs. striking attacks</li> <li>Y is defense vs. slashing attacks</li> <li>Z is is defense vs. thrusting attacks</li> </ul>
Elemental Defense:	<p>The Elemental Defense attribute dictates how resilient the piece of armor is to a certain elemental damage type.</p> <p>The magical stats for a piece of armor are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>W is defense vs. magic attacks</li> <li>X is defense vs. fire attacks</li> <li>Y is defense vs. lightning attacks</li> <li>Z is defense vs. dark attacks</li> </ul>

<b>Resistance:</b>	<p>The Resistance dictate how resilient the piece of armor is to status ailments.</p> <p>The properties for a piece of armor are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>• W is resistance vs. poison</li> <li>• X is resistance vs. bleed</li> <li>• Y is resistance vs. petrification</li> <li>• Z is resistance vs. Hollowing curse</li> </ul>
<b>Poise:</b>	<p>Dictates how resilient the piece of armor is to hitstun. A higher poise gives a greater chance that the player will not be interrupted or staggered when hit.</p>
<b>Durability:</b>	<p>The durability of the armor. The effectiveness of the armor will severely deteriorate when the durability falls below a certain threshold, and the armor will become unusable and need to be repaired by a blacksmith once it reaches 0. Durability deterioration that does not reach 0 will be automatically repaired upon resting at a bonfire.</p>
<b>Weight:</b>	<p>The weight of the piece of armor. Note that equipping over certain amounts of your equip burden may alter movement and roll speed, as well as other factors when playing the game.</p>
<b>Attribute Requirements:</b>	<p>Determines how high certain attributes must be in order to wear the armor effectively. Most pieces of armor do not have any such requirements.</p> <p>The required attributes are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>• W is the Strength required</li> <li>• X is the Dexterity required</li> <li>• Y is the Intelligence required</li> <li>• Z is the Faith required</li> </ul>
<b>Physical DEF Bonus:</b>	<p>The influence of the character's Physical DEF stat on the effectiveness of armor worn.</p> <p>The possible ratings (from greatest bonus to least bonus) are: S, A, B, C, D, E.</p>

Revision #1

Created 17 December 2024 07:23:11 by jade

Updated 17 December 2024 07:23:11 by jade