

Dark Armor

In-Game Description

Armor of a knight subsumed by dark.

*No one knows the true identity of these men
who are said to freely manipulate dark.*

*Old foreign legends describe them as poor
souls who chased the lost art of lifedrain.*

Availability

Mimic drop in Iron Keep.

From the Ironheath Hall bonfire, exit the door. Make a right and run past the Ironclad Soldiers into the next room. Pull the lever to your right and make your way to the ladder that is now accessible at the back of the platform. Climb the ladder and dispatch the Mimic.

Scholar of the First Sin

Mimic drop in The Gutter

From the ledge with the Ring of Soul Protection jump or just run and drop back in to a room in the middle the structure you climbed to get to the ledge. Dispatch the Mimic inside for the Dark Armor and a Lightning Winged Spear. If the loot falls through the wooden floor, there's a hole in the corner of the room you can drop through to the floor below.

General Information

Part of the Dark Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Dark Armor	114/114/120/109	30/30/20/64	31/35/0/0	16	90	9.8	-/-/-	A

Upgrades

Requires Twinkling Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Dark Armor +0	114/114/120/109	30/30/20/64	31/35/0/0	N/A	N/A
Dark Armor +1	125/125/132/120	33/33/22/70	34/38/0/0	1	1150
Dark Armor +2	136/136/144/131	36/36/24/76	37/42/0/0	1	1420
Dark Armor +3	148/148/154/142	39/39/26/82	40/45/0/0	2	1720
Dark Armor +4	159/159/168/153	42/42/28/88	42/49/0/0	2	2290
Dark Armor +5	171/171/180/164	45/45/30/95	46/53/0/0	3	2580

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">• W is base Physical DEF• X is defense vs. striking attacks• Y is defense vs. slashing attacks• Z is defense vs. thrusting attacks
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">• W is defense vs. magic attacks• X is defense vs. fire attacks• Y is defense vs. lightning attacks• Z is defense vs. dark attacks

Resistance:	<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"> • W is resistance vs. poison • X is resistance vs. bleed • Y is resistance vs. petrification • Z is resistance vs. Hollowing curse
Poise:	<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>
Durability:	<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>
Weight:	<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>
Attribute Requirements:	<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"> • W is the Strength required • X is the Dexterity required • Y is the Intelligence required • Z is the Faith required
Physical DEF Bonus:	<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 07:15:41 by jade

Updated 17 December 2024 07:15:41 by jade