

# Grave Warden Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Grave Warden Mask	7/7/6/6	3/3/4/4	4/3/0/0	0	40	0.5	300
	Grave Warden Top	79/86/76/76	35/33/42/45	42/34/0/0	0	60	6.0	300
	Grave Warden Cuffs	29/32/28/28	13/12/15/16	16/13/0/0	0	60	2.2	300
	Grave Warden Bottoms	50/54/48/48	22/21/27/28	27/22/0/0	0	60	3.8	300
Total	165/179/158	73/69/88/93	89/72/0/0	0	-	12.5	1200	
Fully Upgraded Total	329/358/314	144/138/175/186	177/143/0/0	0	-	12.5	1200	
Location	Drop from Grave Wardens in Earthen Peak and Undead Crypt.							

+ show full armor image - hide

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Description

Grave Warden Mask

Mask worn by wardens of the crypt.  
No notable effects. Designed only to block light.  
The Wardens of the crypt watch over the slumbering dead, making sure they are not awoken.  
Be they King or peasant, wise or dull, rich or poor, the wardens treat them with the same care.

Grave Warden Top

Top worn by wardens of the crypt.  
The Wardens of the crypt watch over the slumbering dead, making sure they are not awoken.  
Be they King or peasant, wise or dull, rich or poor, the wardens treat them with the same care.

Grave Warden Cuffs

Cuffs worn by wardens of the crypt.  
The Wardens of the crypt watch over the slumbering dead, making sure they are not awoken.  
Be they King or peasant, wise or dull, rich or poor, the wardens treat them with the same care.

Grave Warden Bottoms

Bottoms worn by wardens of the crypt.  
The Wardens of the crypt watch over the slumbering dead, making sure they are not awoken.  
Be they King or peasant, wise or dull, rich or poor, the wardens treat them with the same care.

# Upgrades

Requires Titanite.

## Key

<b>Physical Defense:</b>	<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>
<b>Elemental Defense:</b>	<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>

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