

Lion Mage Cuffs

In-Game Description

Cuffs worn by Lion Clan mages.

The Lion Clan are an offshoot race that appear in historical records quite abruptly, as if one day they climbed out of the depths of the very earth itself.

Effect: Improves casting speed.

Availability

Shaded Woods treasure. Head straight from the Shaded Ruins bonfire until you see the Giant Basilisk, then go right. On the left side you will see two towers.

Turn your back to the towers and you will see a petrified Lion Clan Warrior. Behind it in a metal chest is the full set and a Fragrant Branch of Yore.

General Information

- Part of the Lion Mage Set.
- Increases casting speed by ~5%.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Lion Mage Cuffs	25/26/23/23	24/19/20/24	11/11/13/29	0	40	1.4	-/-/-	E

Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Lion Mage Cuffs +0	25/26/23/23	24/19/20/24	11/11/13/29	N/A	N/A
Lion Mage Cuffs +1	27/28/25/25	26/20/21/26	12/12/14/31	1x Titanite Shard	150
Lion Mage Cuffs +2	30/31/27/27	28/22/23/28	13/13/15/34	2x Titanite Shard	180
Lion Mage Cuffs +3	32/34/29/29	30/24/25/30	14/14/16/37	3x Titanite Shard	220
Lion Mage Cuffs +4	35/36/32/32	33/26/27/33	15/15/17/40	1x Large Titanite Shard	290
Lion Mage Cuffs +5	37/39/34/34	35/28/29/35	16/16/19/43	2x Large Titanite Shard	330
Lion Mage Cuffs +6	40/42/36/36	37/30/31/37	17/17/20/45	3x Large Titanite Shard	360
Lion Mage Cuffs +7	42/44/39/39	40/32/33/40	18/18/21/48	1x Titanite Chunk	400
Lion Mage Cuffs +8	45/47/41/41	42/34/35/42	19/19/22/51	2x Titanite Chunk	470
Lion Mage Cuffs +9	47/50/43/43	44/36/37/44	20/20/23/54	3x Titanite Chunk	510
Lion Mage Cuffs +10	50/53/46/46	47/38/39/47	22/22/25/57	1x Titanite Slab	580

Key

<p>Physical Defense:</p>	<p>The Physical Defense attribute dictates how resilient the piece of armor is to a certain physical damage type. 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 is defense vs. thrusting attacks
<p>Elemental Defense:</p>	<p>The Elemental Defense attribute dictates how resilient the piece of armor is to a certain elemental damage type. 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

<p>Resistance:</p>	<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
<p>Poise:</p>	<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>
<p>Durability:</p>	<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>
<p>Weight:</p>	<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>
<p>Attribute Requirements:</p>	<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
<p>Physical DEF Bonus:</p>	<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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