

Looking Glass Armor



In-Game Description

*Armor worn by the Looking Glass Knight.
Made of metal, but has high lightning defense.*

*Those who wish to serve the king as loyal
warriors must take the King's Passage
and face the Looking Glass Knight.*

*Those who fail the test are sacrificed
by the merciless specular monstrosity.*

Availability

Sold by Maughlin the Armourer after defeating the Looking Glass Knight.

General Information

Part of the Looking Glass Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Looking Glass Armor	253/220/289/253	32/36/57/32	30/62/0/0	44	150	18.3	16/-/-	A

Upgrades

Requires Twinkling Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Looking Glass Armor +0	253/220/289/253	32/36/57/32	30/62/0/0	-	-
Looking Glass Armor +1	273/237/312/273	34/38/61/34	32/66/0/0	1x Twinkling Titanite	1,490
Looking Glass Armor +2	293/255/355/293	36/41/65/36	34/71/0/0	1x Twinkling Titanite	1,860
Looking Glass Armor +3	313/272/358/313	39/44/70/39	36/76/0/0	2x Twinkling Titanite	2,230
Looking Glass Armor +4	333/290/381/333	41/47/74/41	38/81/0/0	2x Twinkling Titanite	2,970
Looking Glass Armor +5	354/308/404/354	44/50/79/44	41/86/0/0	3x Twinkling Titanite	3,340

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 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:	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.
Weight:	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.
Attribute Requirements:	Determines how high certain attributes must be in order to wear the armor effectively. Most pieces of armor do not have any such requirements. The required attributes are W / X / Y / Z: <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:	The influence of the character's Physical DEF stat on the effectiveness of armor worn. The possible ratings (from greatest bonus to least bonus) are: S, A, B, C, D, E.

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