

Looking Glass Mask



In-Game Description

*Mask 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.
- Raises Faith by one point.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Looking Glass Mask	97/85/110 /97	13/14/22/ 13	12/24/0/0	18	150	7.0	16/-/-	C

Upgrades

Requires Twinkling Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Looking Glass Mask +0	97/85/110/97	13/14/22/13	12/24/0/0	N/A	N/A
Looking Glass Mask +1	104/91/118/104	13/15/23/13	12/25/0/0	1x Twinkling Titanite	710
Looking Glass Mask +2	112/98/127/112	14/16/25/14	13/27/0/0	1x Twinkling Titanite	890
Looking Glass Mask +3	119/104/136/119	15/17/26/15	14/29/0/0	2x Twinkling Titanite	1060
Looking Glass Mask +4	127/111/145/127	16/18/28/16	15/32/0/0	2x Twinkling Titanite	1420
Looking Glass Mask +5	135/118/154/135	17/19/30/17	16/33/0/0	3x Twinkling Titanite	1590

Key

Physical Defense:	<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
Elemental Defense:	<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
Resistance:	<p>The Resistance dictate how resilient the piece of armor is to status ailments. 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.

Revision #1
Created 17 December 2024 07:25:15 by jade
Updated 17 December 2024 07:25:15 by jade