

Looking Glass Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Looking Glass Mask	97/85/110/97	13/14/22/13	12/24/0/0	18	150	7	820
	Looking Glass Armor	253/220/2/89/253	32/36/57/32	30/62/0/0	44	150	18.3	1350
	Looking Glass Gauntlets	144/125/1/65/144	18/20/33/18	17/35/0/0	27	150	10.4	950
	Looking Glass Leggings	144/125/1/65/144	18/20/33/18	17/35/0/0	27	150	10.4	1080
Total	638/555/729/638	81/90/145/81	76/156/0/0	116	600	46.1	4200	
Fully Upgraded Total	891/776/1018/891	111/119/199/111	103/217/0/0	116	600	46.1	-	
Location	Sold by Maughlin the Armourer after defeating Looking Glass Knight.							

- + show full armor image - hide
- + show description - hide description

Description

Looking Glass Mask

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.

Looking Glass Armor

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.

Looking Glass Gauntlets

Gauntlets 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.

Looking Glass Leggings

Leggings 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.

Upgrades

Requires Twinkling Titanite.

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:	<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>

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