

Lucatiel's Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Lucatiel's Mask	25/27/25/25	14/12/15/14	11/9/5/9	0	65	2	500
	Lucatiel's Vest	76/82/74/74	42/37/46/42	33/26/14/27	0	65	6	680
	Lucatiel's Gloves	25/27/25/25	14/12/15/14	11/9/5/9	0	65	2	520
	Lucatiel's Trousers	51/55/49/49	28/25/30/28	22/17/9/18	0	65	4	600
Total	177/191/173/173	98/86/106/98	77/61/37/63	0	-	14	2300	
Full Upgrade Total	357/383/43/343	196/175/2/196	152/119/6/26	0	-	14	-	
Location	Mask dropped from killing Lucatiel, and the rest of the set can be bought after from Merchant Hag Melenti a. C.							

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

Description

Lucatiel's Mask

Mask attached to a ceremonial hat. Normally hats and masks are separate, but these two have been adjoined.

Lucatiel's Vest

Vest worn by knights while on travel. Belonged to Lucatiel of Mirrah. Only those who have distinguished themselves on the battlefield were admitted into the elite ranks of Mirrah's official order of knights. It is common to hear of a peasant's dream of striving for knighthood as an escape from hardship, but who would ever think it possible?

Lucatiel's Gloves

Gloves worn by knights while on travel. Belonged to Lucatiel of Mirrah. Only those who have distinguished themselves on the battlefield were admitted into the elite ranks of Mirrah's official order of knights. It is common to hear of a peasant's dream of striving for knighthood as an escape from hardship, but who would ever think it possible?

Lucatiel's Trousers

Trousers worn by knights while on travel. Belonged to Lucatiel of Mirrah. Only those who have distinguished themselves on the battlefield were admitted into the elite ranks of Mirrah's official order of knights. It is common to hear of a peasant's dream of striving for knighthood as an escape from hardship, but who would ever think it possible?

Upgrades

Requires 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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