

Manikin Mask

In-Game Description

Mask of the manikins of Harvest Valley.

A fickle queen gave them life, and tore off their faces. How else could she forgive those who dared gaze upon her?

Availability

Earthen Peak treasure. From the Central Earthen Peak bonfire take a left and go up the stairs, then do a u-turn and go all the way down the hall (watch out for the floor trap). It will be on a corpse hanging off the ledge with a Manikin guarding it.

General Information

Part of the Manikin Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Manikin Mask	36/38/35/35	18/17/22/22	21/29/9/0	0	65	1.8	-/-/-	E

Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Manikin Mask +0	36/38/35/35	18/17/22/22	21/29/9/0	N/A	N/A

Manikin Mask +1	39/41/38/38	19/18/24/24	23/32/10/0	1x Titanite Shard	500
Manikin Mask +2	43/45/41/41	21/20/26/26	25/35/11/0	2x Titanite Shard	630
Manikin Mask +3	46/49/45/45	23/22/28/28	27/38/12/0	3x Titanite Shard	750
Manikin Mask +4	50/53/48/48	25/23/30/31	29/41/13/0	1x Large Titanite Shard	1,000
Manikin Mask +5	54/57/52/52	27/25/32/33	32/44/14/0	2x Large Titanite Shard	1,130
Manikin Mask +6	57/60/55/55	29/27/34/35	34/47/15/0	3x Large Titanite Shard	1,250
Manikin Mask +7	61/64/58/58	31/28/36/38	36/50/15/0	1x Titanite Chunk	1,500
Manikin Mask +8	64/68/62/62	33/30/38/40	38/53/17/0	2x Titanite Chunk	1630
Manikin Mask +9	68/72/65/65	35/32/40/42	40/56/18/0	3x Titanite Chunk	1750
Manikin Mask +10	72/76/69/69	37/34/43/45	43/59/19/0	1x Titanite Slab	2000

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:	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.
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:	<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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