

# Mastodon Armor


## In-Game Description

*Armor worn by the Primal Knights of Drangleic Castle.*

*Their weight would normally crush a man, but the Primal Knights wear them as if they were silk, so fearsome is their brute strength.*

*The King restored a forbidden, long-lost art to create these inhuman abominations.*

## Availability

Primal Knight drop in Drangleic Castle.

## General Information

Part of the Mastodon Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Mastodon Armor	178/165/191/178	21/23/12/21	28/32/0/0	36	90	17.7	16/-/-	A

## Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
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Mastodon Armor +0	178/165/191/178	21/23/12/21	28/32/0/0	N/A	N/A
Mastodon Armor +1	195/181/210/195	23/25/13/23	30/35/0/0	1x Titanite Shard	1050
Mastodon Armor +2	213/197/229/213	25/27/14/25	33/38/0/0	2x Titanite Shard	1320
Mastodon Armor +3	231/214/248/231	26/29/15/26	36/41/0/0	3x Titanite Shard	1580
Mastodon Armor +4	248/230/267/248	28/32/16/28	38/44/0/0	1x Large Titanite Shard	2100
Mastodon Armor +5	266/247/286/266	31/34/18/31	41/48/0/0	2x Large Titanite Shard	2370
Mastodon Armor +6	284/263/305/284	33/36/19/33	44/51/0/0	3x Large Titanite Shard	2630
Mastodon Armor +7	301/279/324/301	35/39/20/35	46/54/0/0	1x Titanite Chunk	3150
Mastodon Armor +8	319/296/343/319	37/41/21/37	49/57/0/0	2x Titanite Chunk	3420
Mastodon Armor +9	337/312/362/337	39/43/22/39	52/60/0/0	3x Titanite Chunk	3680
Mastodon Armor +10	355/329/381/355	41/46/24/41	55/64/0/0	1x Titanite Slab	4200

# 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"> <li>W is base Physical DEF</li> <li>X is defense vs. striking attacks</li> <li>Y is defense vs. slashing attacks</li> <li>Z is is defense vs. thrusting attacks</li> </ul>
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"> <li>W is defense vs. magic attacks</li> <li>X is defense vs. fire attacks</li> <li>Y is defense vs. lightning attacks</li> <li>Z is defense vs. dark attacks</li> </ul>

<b>Resistance:</b>	<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"> <li>• W is resistance vs. poison</li> <li>• X is resistance vs. bleed</li> <li>• Y is resistance vs. petrification</li> <li>• Z is resistance vs. Hollowing curse</li> </ul>
<b>Poise:</b>	<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>
<b>Durability:</b>	<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>
<b>Weight:</b>	<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>
<b>Attribute Requirements:</b>	<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"> <li>• W is the Strength required</li> <li>• X is the Dexterity required</li> <li>• Y is the Intelligence required</li> <li>• Z is the Faith required</li> </ul>
<b>Physical DEF Bonus:</b>	<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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