

# Moon Butterfly Set





Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Moon Butterfly Hat	27/30/26/26	14/9/14/12	26/11/15/16	0	35	0.8	1000
	Moon Butterfly Wings	48/52/45/45	25/16/25/21	46/20/26/28	0	35	1.4	1500
	Moon Butterfly Cuffs	27/30/26/26	14/9/14/12	26/11/15/16	0	35	0.8	1000
	Moon Butterfly Skirt	41/45/39/39	21/14/22/18	39/17/22/24	0	35	1.2	1000
Total	143/157/140/136	74/48/75/63	137/59/68/84	0	-	4.2	4500	
Fully Upgraded Total	215/236/204/204	111/101/15/95	205/88/116/136	0	-	4.2	4500	
Location	Sold by Maughlin the Armourer in Majula when Bonfire Intensity is 2 or above (wings, cuff							

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

## Description

### Moon Butterfly Hat

*Hat made from wings of the rare moon butterfly. Poisons those who approach its wearer. Little is known about the moon butterfly, which only appears on full-moon nights in winter. Some say the butterfly is a magical being, and its larvae have never once been spotted. Effect: Poisons nearby foes*

### Moon Butterfly Wings

*Pinions made from wings of the rare moonlight butterfly. Poisons those who approach its wearer. Also extends jump distance. Little is known about the moon butterfly, which only appears on full-moon nights in winter. Some say the butterfly is a magical being, and its larvae have never once been spotted. Effects: Poisons nearby foes Increases length of jump*

### Moon Butterfly Cuffs

*Cuffs made from wings of the rare moon butterfly. Poisons those who approach its wearer. Little is known about the moon butterfly, which only appears on full-moon nights in winter. Some say the butterfly is a magical being, and its larvae have never once been spotted. Effect: Poisons nearby foes*

### Moon Butterfly Skirt

*Skirt made from wings of the rare moon butterfly. Poisons those who approach its wearer. Also extends jump distance. Little is known about the moon butterfly, which only appears on full-moon nights in winter. Some say the butterfly is a magical being, and its larvae have never once been spotted. Effects: Poisons nearby foes Increases length of jump*

# Notes

- Don't wear this armor set near NPCs, as it will poison them and they will become aggressive.
- While wearing this set, you can poison and kill Mimics without "waking" them. Likewise, you can do the same to the various non-aggressive hollows in the game.
- The wings and skirt stack with each other, as well as the Silvercat Ring, to further reduce falling damage.
- It seems that if you actually jump rather than walk of a ledge, you will "float" down and take no damage at all. It is unlikely that you can use this avoid death on falls that would insta-kill.
- 'Extends jump distance' seems to be an error as you don't jump farther, your jump is shorter but you fall much more slowly.
- Previously, wearing the wings, pants, or both replaced the dodge roll in any direction with a forward jump while moving. Rolling could only be performed with a similar technique to a lunge ( i.e. by tapping a direction while pressing the dodge button) but this is no longer the case.

# Upgrades

Requires Twinkling Titanite.

# Key

<b>Physical Defense:</b>	<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"><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>
<b>Elemental Defense:</b>	<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"><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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