Moon Butterfly Skirt

In-Game Description

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

Availability

Sold by Maughlin the Armourer when Bonfire Intensity is 2 or above and after spending 15,000 souls at his shop. Bonfire Ascetics can be used to buy the item.

General Information

- Part of the Moon Butterfly Set.
- Poisons nearby characters, this includes friendly NPCs.
- Changes how jumps work when worn, also allows you to jump without sprinting.
- Reduces falling damage.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Moon Butterfly Skirt	41/45/39/39	21/14/22/18	39/17/22/24	0	35	1.2	-/-/-/-	E

Upgrades

Requires Twinkling Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Moon Butterfly Skirt +0	41/45/39/39	21/14/22/18	39/17/22/24	-	-
Moon Butterfly Skirt +1	45/49/42/42	23/15/24/19	43/18/24/26	1x Twinkling Titanite	310
Moon Butterfly Skirt +2	49/53/46/46	25/16/26/21	47/20/26/28	1x Twinkling Titanite	390
Moon Butterfly Skirt +3	53/58/50/50	27/18/28/23	51/21/28/31	3x Twinkling Titanite	460
Moon Butterfly Skirt +4	57/62/54/54	29/19/30/25	55/23/30/33	2x Twinkling Titanite	620
Moon Butterfly Skirt +5	61/67/58/58	32/21/33/27	59/25/33/36	2x Twinkling Titanite	690

Key

Physical Defense:	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: - 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:	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: - 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:	The Resistance dictate how resilient the piece of armor is to status ailments. The properties for a piece of armor are W / X / Y / Z: - 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:	Determines how high certain attributes must be in order to wear the armor effectively. Most pieces of armor do not have any such requirements. The required attributes are W / X / Y / Z: - W is the Strength required - X is the Dexterity required - Y is the Intelligence required - Z is the Faith required
Physical DEF Bonus:	The influence of the character's Physical DEF stat on the effectiveness of armor worn. The possible ratings (from greatest bonus to least bonus) are: S, A, B, C, D, E.