

# Pharros Mask



## In-Game Description

*A mask depicting Pharros' contraption.  
Tears flow from the eyes of this mask,  
drenching its wearer.*

*The majority of Pharros' creations  
are perplexing to reasoned men,  
and this mask is no exception.*

## Availability

Iron Passage treasure, after the Smelter Demon boss fight.

## General Information

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Pharros Mask	39/38/40/40	14/10/9/9	8/12/0/0	4	55	4.3	-/-/-/-	C

## Notes

- Soaks the wearer (like rolling in water or through water pots), increasing Fire Defense by 100 points and lowering Lightning Defense by 100 points. This does not stack with standard wetness, and will prevent the wearer from becoming covered in anything else, including water or poison.

# Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Pharros Mask +0	39/38/40/40	14/10/9/9	8/12/0/0	N/A	N/A
Pharros Mask +1	40/39/42/41	14/10/9/9	8/12/0/0	1x Titanite Shard	500
Pharros Mask +2	42/41/44/43	15/10/9/9	8/13/0/0	2x Titanite Shard	630
Pharros Mask +3	44/43/46/45	15/11/10/10	9/13/0/0	3x Titanite Shard	750
Pharros Mask +4	46/45/48/47	16/11/10/10	9/14/0/0	1x Large Titanite Shard	1000
Pharros Mask +5	48/47/50/49	17/12/10/10	10/14/0/0	2x Large Titanite Shard	1130
Pharros Mask +6	50/48/52/51	17/12/11/11	10/15/0/0	3x Large Titanite Shard	1250
Pharros Mask +7	52/50/54/53	18/12/11/11	10/15/0/0	1x Titanite Chunk	1500
Pharros Mask +8	54/52/56/55	18/13/12/12	11/16/0/0	2x Titanite Chunk	1630
Pharros Mask +9	56/54/58/57	19/13/12/12	11/16/0/0	3x Titanite Chunk	1750
Pharros Mask +10	58/56/60/59	20/14/13/13	12/17/0/0	1x Titanite Slab	2000

# 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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