

# Rusted Mastodon Armor


## In-Game Description

Armor worn by the Primal Knights  
of Drangleic castle.  
Durability is low due to rusting.

Its weight would normally crush a man,  
but to the brutish Primal Knights  
it may as well be made of papyrus.

## Availability

Primal Knight drop in Doors of Pharros.

## General Information

Part of the Rusted Mastodon Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Rusted Mastodon Armor	150/140/161/150	16/18/9/16	21/25/0/0	32	40	15.9	14/-/-/-	A

## Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost

Rusted Mastodon Armor +0	150/140/161/150	16/18/9/16	21/25/0/0	N/A	N/A
Rusted Mastodon Armor +1	164/153/177/165	17/19/9/17	23/27/0/0	1x Titanite Shard	900
Rusted Mastodon Armor +2	180/167/193/180	19/21/10/19	25/30/0/0	2x Titanite Shard	1120
Rusted Mastodon Armor +3	195/181/209/195	20/23/11/20	27/32/0/0	3x Titanite Shard	1340
Rusted Mastodon Armor +4	210/195/225/210	22/24/12/22	29/35/0/0	1x Large Titanite Shard	1790
Rusted Mastodon Armor +5	225/209/241/225	23/26/13/23	31/37/0/0	2x Large Titanite Shard	2010
Rusted Mastodon Armor +6	240/223/257/240	25/28/13/25	33/40/0/0	3x Large Titanite Shard	2240
Rusted Mastodon Armor +7	255/237/273/255	26/29/14/26	35/42/0/0	1x Titanite Chunk	2680
Rusted Mastodon Armor +8	270/251/289/270	28/31/15/28	37/45/0/0	2x Titanite Chunk	2910
Rusted Mastodon Armor +9	285/265/305/285	29/33/16/29	39/47/0/0	3x Titanite Chunk	3130
Rusted Mastodon Armor +10	300/279/322/300	31/35/17/31	42/50/0/0	1x Titanite Slab	3570

# 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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