

Rusted Mastodon Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Rusted Mastodon Helm	57/53/61/57	6/7/3/6	8/9/0/0	12	40	6	400
	Rusted Mastodon Armor	150/140/61/150	16/18/9/16	21/25/0/0	32	40	15.9	400
	Rusted Mastodon Gauntlets	74/69/79/74	8/9/4/8	11/12/0/0	15	40	7.8	400
	Rusted Mastodon Leggings	93/86/99/93	10/11/6/10	13/16/0/0	20	40	9.8	400
Total	374/348/400/374	40/45/22/40	53/62/0/0	79	160	39.5	1600	
Full Upgrade Total	745/692/799/745	76/87/42/76	105/123/0/0	-	-	-	-	
Location	Primal Knight drop in Doors of Pharos.							

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Description

Rusted Mastodon Helm

Helm worn by the Primal Knights of Drangleic castle.

Durability 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.

Rusted Mastodon Armor

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.

Rusted Mastodon Gauntlets

Gauntlets 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.

Rusted Mastodon Leggings

Leggings 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.

Upgrades

Requires Titanite.

Key

Physical Defense:	<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">• 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:	<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">• 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:	<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">• W is resistance vs. poison• X is resistance vs. bleed• Y is resistance vs. petrification• Z is resistance vs. Hollowing curse
Poise:	<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>
Durability:	<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>
Weight:	<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>

Attribute Requirements:	<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">• W is the Strength required• X is the Dexterity required• Y is the Intelligence required• Z is the Faith required
Physical DEF Bonus:	<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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