

# Tseldora Set





Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Tseldora Cap	10/11/10/10	5/5/6/4	5/5/0/0	0	40	1.4	200
	Tseldora Robe	22/24/21/21	10/11/3/9	10/11/0/0	0	40	3	200
	Tseldora Manchettes	15/16/14/14	7/7/9/6	7/7/0/0	0	40	2	200
	Tseldora Trousers	15/16/14/14	7/7/9/6	7/7/0/0	0	40	2	200
<b>Total</b>	62/67/59/59	29/30/27/25	29/30/0/0	0	-	8.4	800	
<b>Fully Upgraded Total</b>	Phy def/strike/slash/thrust	Mdef/fire/lightning/dark	poison/bleed/petrify/curse	-	-	-	-	

Location	Dropped by Moughlin the Armorer. Dropped by Parasitized Undead.
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- + show full armor image - hide
- + show description - hide description

## Description

### Tseldora Cap

*Cap worn by settlers of Tseldora. Rather fancy but with low defense and unfit for battle.*

*Tseldora flourished with the discovery of brightstone, deep under the settlement. But with this prosperity came greed in equal measure, and the people were ever in search of that which they lacked.*

*Effect: Increases number of Souls acquired*

### Tseldora Robe

*Robe worn by settlers of Tseldora. Rather fancy but with low defense and unfit for battle.*

*Tseldora flourished with the discovery of brightstone, deep under the settlement. But with this prosperity came greed in equal measure, and the people were ever in search of that which they lacked.*

*Effect: Increases number of Souls acquired*

### Tseldora Manchettes

*Manchettes worn by settlers of Tseldora. Rather fancy but with low defense and unfit for battle.*

*Tseldora flourished with the discovery of brightstone, deep under the settlement. But with this prosperity came greed in equal measure, and the people were ever in search of that which they lacked.*

*Effect: Increases number of Souls acquired*

### Tseldora Trousers

*Trousers worn by settlers of Tseldora. Rather fancy but with low defense and unfit for battle.*

*Tseldora flourished with the discovery of brightstone, deep under the settlement. But with this prosperity came greed in equal*

# Notes

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- This set increases the souls gained by the following amount:
  - Cap : 2.5%
  - Robe 5%
  - Manchettes: 10%.
  - Trousers: 5%

# Drops

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- Parasitized Undead
- Maughlin-the-armourer wears the full set, which he drops on death.

# Upgrades

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Requires Titanite.

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# Key

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<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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