

# Warlock Mask


## In-Game Description

*Strange mask worn by Aldia warlocks  
Grants dark defense, and increased soul acquisition.*

*Warlocks in Aldia gave rise to wicked things,  
and even cast forbidden rituals upon themselves.  
No one knows if they were born mad, or if their  
own misdeeds drove them over the edge.*

*Effect: Increases number of Souls acquired*

## Availability

- Invader Merciless Roenna drop (rare).
- Prowling Magus drop (rare).
- *Dark Souls II: Scholar of the First Sin*: Drop from a petrified Lion Clan Warrior in the Shaded Woods, near the Golden Lion Clan Warrior.

## General Information

- Increases number of souls acquired by 2.5%.
- Increases Intelligence by two points.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Warlock Mask	26/30/24/24	36/17/24/36	19/19/24/60	4	50	4.8	-/-/14/-	E

## Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Warlock Mask +0	26/30/24/24	36/17/24/36	19/19/24/60	N/A	N/A
Warlock Mask +1	28/32/26/26	39/18/26/39	20/20/26/66	1x Titanite Shard	510
Warlock Mask +2	31/35/28/28	43/20/28/43	22/22/28/72	2x Titanite Shard	640
Warlock Mask +3	33/38/31/31	46/21/31/46	24/24/30/78	3x Titanite Shard	770
Warlock Mask +4	36/41/33/33	50/23/33/50	26/26/33/84	1x Large Titanite Shard	1020
Warlock Mask +5	39/44/36/36	53/25/36/53	28/28/35/90	2x Large Titanite Shard	1140
Warlock Mask +6	41/47/38/38	57/26/38/57	30/30/37/96	3x Large Titanite Shard	1270
Warlock Mask +7	44/50/40/40	61/28/40/61	32/32/40/102	1x Titanite Chunk	1520
Warlock Mask +8	46/53/43/43	64/29/43/64	34/34/42/108	2x Titanite Chunk	1650
Warlock Mask +9	49/56/45/45	68/31/45/68	36/36/44/114	3x Titanite Chunk	1780
Warlock Mask +10	52/59/48/48	72/33/48/72	38/38/47/120	1x Titanite Slab	2030

# 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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