

Warlock Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Soul Selling	+ show full armor image - hide + show description - hide description		
	Warlock Mask	33/38/31/31	46/21/31/46	4/24/24/30	4	50	4.8	0			
Total	33/38/31/31	46/21/31/46	4/24/24/30	4	50	4.8	0				
Full Upgrade Total	Phy def/strike/slash/thrust	Mdef/fire/lightning/dark	poison/bleed/petrify/curse	-	-	-	-				
Location	Rare drop from invading Merciless Roenna, or from Proving Grounds in Shrine of Amana.									Description	
Warlock Mask											
<p>Strange mask worn by Aldia warlocks</p> <p>Grants dark defense, and increased soul acquisition.</p> <p>Warlocks in Aldia gave rise to wicked things, and even cast forbidden rituals upon themselves.</p> <p>No one knows if they were born mad, or if their own misdeeds drove them over the edge.</p>											

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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