

Status Effects

[Fold](#)[Unfold](#) [Table of Contents](#) [Status Effects](#) [Status Ailments](#) [Environmental Effects](#)

Status Effects

A wide range of equipment or conditions can create a Status effect. An icon appears in the top left of the HUD to indicate the current effect(s).

Icon	Status	Causes
	Max HP, Stamina, Equip Load Up	First Dragon Ring equipped Second Dragon Ring equipped Third Dragon Ring equipped
	Attack Rating Up	Lightning Clutch Ring equipped Dark Clutch Ring equipped Fire Clutch Ring equipped Sorcery Clutch Ring equipped Flynn's Ring equipped Ivory Warrior Ring equipped Ring of Blades equipped Stone Ring equipped
	N/A	N/A
	Defense Rating Up	Dark Quartz Ring equipped Dispelling Ring equipped Flame Quartz Ring equipped Ring of Steel Protection equipped Spell Quartz Ring equipped Thunder Quartz Ring equipped Yorgh's Ring equipped
	Bow Range Up	Durgo's Hat equipped Hawk Ring equipped
	Increased Item discovery	Covetous Gold Serpent Ring equipped Traveling Merchant Hat equipped Prisoner's Hood equipped Jester's Cap equipped Prisoner's Tatters equipped Watchdragon Parma equipped and ON HAND_
	Fallen Enemies heals HP	Ring of the Evil Eye equipped.
	Poise Up	Ring of Giants equipped.

	Increased Soul gain	Covetous Silver Serpent Ring equipped Jester's Gloves equipped Warlock Mask equipped Any of Tselдора Set equipped Any of Nahr Alma Set equipped
	Spell Effect Up	Clear Bluestone Ring equipped Lingering Dragoncrest Ring equipped Black Hood equipped
	Status Ailment Defense Up	Ash Knuckle Ring equipped Bracing Knuckle Ring equipped Poisonbite Ring equipped Cursebite Ring equipped Ring of Resistance equipped Bloodbite Ring equipped
	Explosion after Damage Threshold	Old Sun Ring equipped.
	Reduces Fall Damage	Flying Feline Boots equipped Jester's Tights equipped Silvercat Ring equipped Any of Lion Warrior Set equipped
	Increased Stamina recovery	Chloranthy Ring equipped Blossom Kite Shield equipped Shield of The Insolent equipped Slumbering Dragon Shield equipped
	Increased Enemy visibility	Redeye Ring equipped
	Soul Protection but Ring Breaks	Ring of Soul Protection equipped Ring of Life Protection equipped
	Tearstone Ring Activated	Blue Tearstone Ring activated Red Tearstone Ring activated
	Health Restoration	Ring of Restoration equipped
	N/A	N/A
	Select Online activity disabled	Burning a Human Effigy in a Bonfire.
	Gain no souls.	Agape Ring equipped.
	Temporary protection against invasions.	Killing a boss as a host or phantom.
	Ring Broken	Durability of equipped ring at 0
	Head Armor Broken	Durability of head gear at 0
	Chest Armor Broken	Durability of chest gear at 0
	Hands Armor Broken	Durability of hand gear at 0
	Legs Armor Broken	Durability of legs gear at 0
	Walk / Run Toggle	Only available on PC.

	Guard Toggle	Only available on PC.
--	--------------	-----------------------

Status Ailments

Status ailments happen when attacks apply status points on you until they overcome your resistance. This is displayed to you by a bar on your screen with an icon and a inner color bar that fills it. The bar lengthens as you increase your resistances. The colored bar retracts as long as you are not being subjected to the status effect. Toxic is the only one which does not have a corresponding resistance and is instead affected by Poison Resistance.

Icon	Status	Notes
	Poison	Drains HP at a steady rate.
	Toxic	Stronger version of Poison.
	Curse	Turns player hollow and decreases Max. HP
	Petrification	Turns player to stone and kills them.
	Bleed	Drains 200 HP and reduces Max. Stamina for 10 Seconds.

Environmental Effects

There are a few ways that the player can become coated with a substance from the environment. The player will remain visibly coated for a period of time, though unlike Status Ailments, there is no indication bar or alert of any kind. The character will become dryer from head to toe, with the effects of the substance disappearing upon returning completely to normal.

Status	Notes	Causes
Water Soaked	Increases fire defense, lowers lightning defense. Cleanses other Environmental Effects.	Walking through water, water pots, and select Pharros' contraptions.
Poison Soaked	Being soaked continually increases poison meter.	Walking through poison pools and breaking poison pots.
Oil Soaked	Triggers explosion upon taking fire damage or lighting a torch.	Being hit by Varangian Sailor's oil bombs and walking into oil vases/puddles.
Web slowdown	Covered in spider webs, movement speed slowed.	Get hit by the Duke's Dear Freja's web attack.
Snow-covered	No effect	Roll in snow covered areas in the Ivory king dlc.

Revision #1

Created 17 December 2024 07:52:40 by jade

Updated 17 December 2024 07:52:40 by jade