

Status Effects

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Status Effect

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

Icon	Status	Notes
	Abyss Walking available	Covenant of Artorias equipped
	Additional Poise gained	Wolf Ring equipped Havel's Greatshield buff
	+20% Enhanced Stats	Ring of Favor and Protection equipped
	Enhance Spell/ Miracle	Bellowing Dragoncrest Ring equipped Lingering Dragoncrest Ring equipped Ring of the Sun Princess equipped Ring of the Sun's Firstborn equipped Crown of Dusk equipped
	Slows loss of Weapon Durability	East Wood Grain Ring equipped
	Lava Walking and Kick available	Orange Charred Ring equipped
	Gain HP from fallen enemies / Player slowed down by enemy casting	Ring of the Evil Eye equipped Tranquil Walk of Peace cast upon player Stone Greatsword special-attack cast upon player
	Increased Item Discovery or Soulgain	Covetous Gold Serpent Ring equipped Covetous Silver Serpent Ring equipped
	(Rare) Ring of Sacrifice active	Ring of Sacrifice equipped Rare Ring of Sacrifice equipped
	Faster Stamina regeneration / HP regeneration / Fall damage reduced	Cloranthy Ring equipped Grass Crest Shield equipped Mask of the Child equipped Green Blossom consumed Sanctus equipped Replenishment cast by player Bountiful Sunlight cast by player Elizabeth's Mushroom consumed Fall Control cast by player

	Defense up / Pyromancy buff active	Ring of Steel Protection equipped Flame Stoneplate Ring equipped Thunder Stoneplate Ring equipped Spell Stoneplate Ring equipped Speckled Stoneplate Ring equipped Magic Barrier cast by player Great Magic Barrier cast by player Flash Sweat cast by player Iron Flesh cast by player Power Within cast by player
	Attack up	Leo Ring equipped Hornet Ring equipped Hawk Ring equipped Karmic Justice cast by player Channeler's Trident buff cast upon player
	Stealth Boost	Slumbering Dragoncrest Ring equipped Ring of Fog equipped Hidden Body cast by player Hush cast by player
	Auxiliary Resistance Boost / Other	Bloodbite Ring equipped (Bleed) Cursebite Ring equipped (Curse) Poisonbite Ring equipped (Poison) Bloodshield equipped (Various) Vow of Silence cast by player Seek Guidance cast by player
	Tearstone Boost	Blue Tearstone Ring activated Red Tearstone Ring activated
	Gear At Risk or Broken	Equipped weapon or armor at 30% or less durability

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.

Icon	Status	Notes
	Bleed	Reduces a fixed percentage of the player's health when meter is filled
	Curse	Player dies and respawns with half health when meter is filled

	Poison	Player is inflicted with poison and loses HP at a steady rate when meter is filled
	Toxic	Player is inflicted with toxic and loses HP at a steady rate when meter is filled

Notes

See also Parasite Egg

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