

Aurous Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Helm of Aurous	46/44/48/46	16/16/11/17	13/16/0/0	6	80	3.8	450
	Armor of Aurous	122/118/123	43/42/30/46	34/44/0/0	18	80	10.1	750
	Gauntlets of Aurous	39/37/41/39	14/13/10/15	11/14/0/0	6	80	3.2	520
	Leggings of Aurous	70/68/74/71	25/24/17/26	20/25/0/0	10	80	5.8	600
Total	277/267/291/279	98/95/68/104	78/99/0/0	40	-	22.9	2320	
Fully Upgraded Total	415/402/417	147/143/157	115/148/0	40	-	22.9	2320	

+ show full armor image - hide + show description - hide description

Description

Helm of Aurous

Helm of kings of the desert land of Jugo. First worn by Aurous, the land's heroic founder. According to legend, the armor of Aurous is composed of a mysterious substance that cannot be seen by cowards. What do your eyes tell you?

Armor of Aurous

Armor of kings of the desert land of Jugo. First worn by Aurous, the land's heroic founder. According to legend, the armor of Aurous is composed of a mysterious substance that cannot be seen by cowards. What do your eyes tell you?

Gauntlets of Aurous

Gauntlets of kings of the desert land of Jugo. First worn by Aurous, the land's heroic founder. According to legend, the armor of Aurous is composed of a mysterious substance that cannot be seen by cowards. What do your eyes tell you?

Leggings of Aurous

Leggings of kings of the desert land of Jugo. First worn by Aurous, the land's heroic founder. According to legend, the armor of Aurous is composed of a mysterious substance that cannot be seen by cowards. What do your eyes tell you?

Location
Dark Souls 2:
 Individual pieces drop (rarely) from the Aurous Knight Phantom at No Man's Warf. **Scholar**

Upgrades

Requires Twinkling 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:	Determines how high certain attributes must be in order to wear the armor effectively. Most pieces of armor do not have any such requirements. The required attributes are W / X / Y / Z: <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:	The influence of the character's Physical DEF stat on the effectiveness of armor worn. The possible ratings (from greatest bonus to least bonus) are: S, A, B, C, D, E.

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