

Helm of Aurous



In-Game Description

*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?*

Availability

Rare drop from Aurous Knight phantom in No-man's Wharf (Bonfire Intensity 2+).
Scholar of the First Sin: Found in a Metal Chest in The Gutter near the Heide Knight wearing the Iron Mask. Video Tutorial

General Information

Part of the Aurous Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Helm of Aurous	46/44/48/46	16/16/11/17	13/16/0/0	6	80	3.8	-/-/-	C

Upgrades

Requires Twinkling Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Helm of Aurous +0	46/44/48/46	16/16/11/17	13/16/0/0	N/A	N/A
Helm of Aurous +1	50/48/52/50	17/17/12/18	14/17/0/0	1x Twinkling Titanite x1	550
Helm of Aurous +2	55/53/57/55	19/19/13/20	15/19/0/0	1x Twinkling Titanite x1	690
Helm of Aurous +3	59/57/62/59	20/20/14/22	16/21/0/0	2x Twinkling Titanite x2	820
Helm of Aurous +4	64/62/67/64	22/22/15/24	17/23/0/0	2x Twinkling Titanite x2	1090
Helm of Aurous +5	69/67/72/69	24/24/17/26	19/25/0/0	3x Twinkling Titanite x3	1230

Key

Physical Defense:	<p>The Physical Defense attribute dictates how resilient the piece of armor is to a certain physical damage type. 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. 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. 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:	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.
Weight:	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.
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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