

Ivory King Armor

In-Game Description

Armor of the Ivory King of Eleum Loyce.

The land of Eleum Loyce was a vast rampart built to contain the ancient Chaos. The Ivory King placed his throne upon the very mouth of Chaos, and served as the first line of defense.

Availability

Sold by Maughlin the Armourer after defeating the Burnt Ivory King and clearing the path to Alsanna, Silent Oracle.

General Information

Part of the Ivory King Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Ivory King Armor	228/187/236/228	37/47/22/37	30/36/0/0	28	55	14.8	-/-/-	A

Notes

Absorbs 10 HP from each defeated foe. This effect stacks with each individual piece of the Loyce Set, Charred Loyce Set, Ivory King Set and any version of the Ring of the Evil Eye. This effect only applies when the wearer is female.

Upgrades

Requires Twinkling Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Ivory King Armor +0	228/187/236/228	37/47/22/37	30/36/0/0	N/A	N/A
Ivory King Armor +1	239/196/247/239	40/51/24/40	33/39/0/0	1x Twinkling Titanite	1980
Ivory King Armor +2	250/205/259/250	44/56/26/44	36/43/0/0	1x Twinkling Titanite	2470
Ivory King Armor +3	262/214/271/262	47/60/28/47	39/46/0/0	2x Twinkling Titanite	2970
Ivory King Armor +4	273/223/283/273	51/65/30/51	42/50/0/0	2x Twinkling Titanite	3960
Ivory King Armor +5	285/233/295/285	55/70/32/55	45/54/0/0	3x Twinkling Titanite	4450

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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