

# Ivory King Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Ivory King Helm	107/88/111/107	16/24/10/17	14/18/0/0	10	55	7	1440
	Ivory King Armor	228/187/236/228	37/47/22/37	30/36/0/0	28	55	14.8	2400
	Ivory King Gauntlets	70/56/72/70	10/17/6/11	11/13/0/0	12	55	5.0	1680
	Ivory King Leggings	128/104/132/128	20/30/12/21	18/21/0/0	15	55	8.6	1920
Total	533/435/523/533	83/118/50/86	73/88/0/0	65	-	35.4	7440	
Full Upgrade Total	635/542/688/665	124/174/74/127	77/77/77/77	65	-	35.4	7440	
Location	Sold by Maughlin the Armourer after defeating the Burnt Ivory King and clearing the path to Alsanna, Silent Caves							

Notes	Absorbs 10 HP from each defeated foe, but only if worn on a female character. This effect stacks with each individual piece of the Ivory King Set, as well as the Loyce Set, Charred Loyce Set, and any version of Ring of the Evil Eye.
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## Description

### Ivory King Helm

*Helm of the Ivory King of Eleum Loyce.*

*The Ivory King kept his countenance from his people. The Knights of Loyce dutifully followed suit, never unhinging their helmets in public view*

### Ivory King Armor

*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.*

### Ivory King Gauntlets

*Gauntlets 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.*

### Ivory King Leggings

*Leggings 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.*

# Upgrades

Requires Twinkling Titanite.

## Key

<b>Physical Defense:</b>	<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"><li>• W is base Physical DEF</li><li>• X is defense vs. striking attacks</li><li>• Y is defense vs. slashing attacks</li><li>• Z is is defense vs. thrusting attacks</li></ul>
<b>Elemental Defense:</b>	<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"><li>• W is defense vs. magic attacks</li><li>• X is defense vs. fire attacks</li><li>• Y is defense vs. lightning attacks</li><li>• Z is defense vs. dark attacks</li></ul>
<b>Resistance:</b>	<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"><li>• W is resistance vs. poison</li><li>• X is resistance vs. bleed</li><li>• Y is resistance vs. petrification</li><li>• Z is resistance vs. Hollowing curse</li></ul>
<b>Poise:</b>	<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>
<b>Durability:</b>	<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>
<b>Weight:</b>	<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>

<b>Attribute Requirements:</b>	<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"><li>• W is the Strength required</li><li>• X is the Dexterity required</li><li>• Y is the Intelligence required</li><li>• Z is the Faith required</li></ul>
<b>Physical DEF Bonus:</b>	<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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