

Minotaur Helm

In-Game Description

An ornamental helm commissioned by the Old Iron King.

An awkwardly repurposed iron ornament, and as such, remains a stuffy, heavy thing. Wearing it gives one the sensation of being smothered in iron.

Availability

Iron Warrior drop.

Possible drop from NPC invader Oliver the Collector in Iron Keep (SotFS).

Notes

Highest poise helm in the game at 30 poise.

General Information

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Minotaur Helm	82/86/86/70	13/15/15/12	10/30/0/0	30	100	9.8	-/-/-	C

Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Minotaur Helm +0	82/86/86/70	13/15/15/12	10/30/0/0	N/A	N/A
Minotaur Helm +1	86/90/90/73	13/15/15/12	10/31/0/0	1x Titanite Shard	680
Minotaur Helm +2	90/94/94/77	14/16/16/13	10/32/0/0	2x Titanite Shard	850
Minotaur Helm +3	94/98/98/80	14/17/17/13	11/34/0/0	3x Titanite Shard	1020
Minotaur Helm +4	98/102/102/84	15/17/17/14	11/35/0/0	1x Large Titanite Shard	1350
Minotaur Helm +5	102/107/107/87	15/18/18/15	12/37/0/0	2x Large Titanite Shard	1520
Minotaur Helm +6	106/111/111/91	16/19/19/15	12/38/0/0	3x Large Titanite Shard	1690
Minotaur Helm +7	110/115/115/94	17/19/19/16	12/39/0/0	1x Titanite Chunk	2030
Minotaur Helm +8	114/119/119/98	17/20/20/16	13/41/0/0	2x Titanite Chunk	2200
Minotaur Helm +9	118/123/123/101	18/21/21/17	13/42/0/0	3x Titanite Chunk	2370
Minotaur Helm +10	122/128/128/105	19/22/22/18	14/44/0/0	1x Titanite Slab	2700

Key

Physical Defense:

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:

- W is base Physical DEF
- X is defense vs. striking attacks
- Y is defense vs. slashing attacks
- Z is is defense vs. thrusting attacks

<p>Elemental Defense:</p>	<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
<p>Resistance:</p>	<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
<p>Poise:</p>	<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>
<p>Durability:</p>	<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>
<p>Weight:</p>	<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>
<p>Attribute Requirements:</p>	<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. 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
<p>Physical DEF Bonus:</p>	<p>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.</p>

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