

Rampart Golem Set

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Description

Rampart Golem Helm

Helm of the rampart golems, granted life by the Ivory King.

The golems were charged with the containment of the creatures of chaos within the boundaries of the wall.

When the doors of Eleum Loyce were flung open, the place turned frigid and lifeless, but the golems remained dutifully on guard.

Rampart Golem Armor

Armor of the rampart golems, granted life by the Ivory King.

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Rampart Golem Gauntlets

Gauntlets of the rampart golems, granted life by the Ivory King.

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Rampart Golem Leggings

Leggings of the rampart golems, granted life by the Ivory King.

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Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Rampart Golem Helm	94/74/100/94	14/10/11/12	11/16/0/16	13	70	5.8	114
	Rampart Golem Armor	235/216/257/243	30/27/28/29	29/43/0/41	38	70	15.5	240
	Rampart Golem Gauntlets	127/105/135/127	16/15/14/16	15/22/0/22	16	70	8.8	168
	Rampart Golem Leggings	127/105/135/127	16/12/14/16	15/22/0/22	16	70	8.2	192
Total	583/506/527/591	76/64/67/73	70/103/0/101	83	-	38.3	714	
Fully Upgraded Total	726/624/781/736	112/95/100/108	103/154/0/148	83	-	38.3	714	
Location	Rampart Golem drop.							

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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