

# Symbol of Avarice


## In-Game Description

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*Headpiece depicting the avaricious creature that mimics treasure chests. Increases soul absorption and item discovery, but steadily drains HP.*

*There is a curious tale of an incorrigibly covetous ancient deity. Clearly it has currency amongst some miscreants, or this would have never been crafted.*

## Availability

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Dropped by a Mimic near the Inner Wall bonfire in Frozen Eleum Loyce.

## General Information

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- Increases souls gained by 2.5%.
- Increases Item Discovery by ?.
- Slowly damages health when worn, at a rate of 5 every 2 seconds.

## Notes

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- Tongue has physics and flaps around as you move, making this a popular piece of equipment in PvP.
- Unfortunately, there is only a metal type not a wooden type of headset from the previous game, Dark Souls.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Symbol of Avarice	72/56/80/80	14/14/20/17	14/19/21/20	10	100	8.0	-/-/-	C

# Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Symbol of Avarice +0	72/56/80/80	14/14/20/17	14/19/21/20	N/A	N/A
Symbol of Avarice +1	73/57/82/82	14/14/21/17	14/19/21/21	1x Titanite Shard	680
Symbol of Avarice +2	75/58/84/84	15/15/22/18	15/20/23/22	2x Titanite Shard	850
Symbol of Avarice +3	77/60/86/86	15/15/23/19	15/21/23/23	3x Titanite Shard	1020
Symbol of Avarice +4	79/61/88/88	16/16/24/20	16/22/25/24	1x Large Titanite Shard	1350
Symbol of Avarice +5	81/63/90/90	17/17/25/21	17/23/26/25	2x Large Titanite Shard	1520
Symbol of Avarice +6	82/64/92/92	17/17/26/21	17/24/26/26	3x Large Titanite Shard	1690
Symbol of Avarice +7	84/65/94/94	18/18/27/22	18/25/28/27	1x Titanite Chunk	2030
Symbol of Avarice +8	86/67/96/96	18/18/28/23	18/26/28/28	2x Titanite Chunk	2200
Symbol of Avarice +9	88/68/98/98	19/19/29/24	19/27/30/29	3x Titanite Chunk	2370
Symbol of Avarice +10	90/70/100/100	20/20/30/25	20/28/31/30	1x Titanite Slab	2700

# 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 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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