Traveling Merchant Hat

In-Game Description

*Hat worn by merchants from Lanafir,
where blue represents knowledge.
Wearing this increases item discovery.*

*Lanafir is the farthest land to the south
and follows a strict edict of isolationism. The
rare visitor from Lanafir is always a little odd.*

Effect: Raises item discovery

Availability

- Starting equipment for the Explorer class.
- Sold by Merchant Hag Melentia.

General Information

- Part of the Traveling Merchant Set.
- Increases Item Discovery.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Traveling Merchant Hat	25/27/24/24	7/8/8/7	9/10/0/0	0	60	2.6	-/-/-/-	D

Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Traveling Merchant Hat +0	25/27/24/24	7/8/8/7	9/10/0/0	N/A	N/A
Traveling Merchant Hat +1	27/29/26/26	7/8/8/7	9/11/0/0	1x Titanite Shard	130
Traveling Merchant Hat +2	30/32/28/28	8/9/9/8	10/12/0/0	2x Titanite Shard	160
Traveling Merchant Hat +3	32/34/31/31	9/10/10/9	11/13/0/0	3x Titanite Shard	190
Traveling Merchant Hat +4	35/37/33/33	9/10/11/9	12/14/0/0	1x Large Titanite Shard	250
Traveling Merchant Hat +5	37/40/36/36	10/11/12/10	13/15/0/0	2x Large Titanite Shard	290
Traveling Merchant Hat +6	40/42/38/38	11/12/13/11	14/16/0/0	3x Large Titanite Shard	320
Traveling Merchant Hat +7	42/45/40/40	11/12/14/11	15/17/0/0	1x Titanite Chunk	380
Traveling Merchant Hat +8	45/47/43/43	12/13/15/12	16/18/0/0	2x Titanite Chunk	410
Traveling Merchant Hat +9	47/50/45/45	13/14/16/13	17/19/0/0	3x Titanite Chunk	440
Traveling Merchant Hat +10	50/53/48/48	14/15/17/14	18/20/0/0	1x Titanite Slab	500

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

Elemental Defense:	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: • 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:	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: • W is resistance vs. poison • X is resistance vs. bleed • Y is resistance vs. petrification • Z is resistance vs. Hollowing curse
Poise:	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.
Durability:	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.
Weight:	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.
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: • 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.