

Vengarl's Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Vengarl's Helmet	102/96/109/102	13/18/11/13	12/16/0/0	14	85	6.8	300
	Vengarl's Armor	226/213/2/226	30/38/25/30	26/35/0/0	39	85	15.1	480
	Vengarl's Gloves	80/75/85/80	10/13/9/10	10/13/0/0	10	85	5.3	350
	Vengarl's Boots	118/112/1/26/118	15/20/13/15	14/18/0/0	17	85	7.9	380
Total	526/496/562/526	68/89/58/68	62/82/0/0	81	-	35.1	1510	
Fully Upgraded Total	734/692/784/734	94/122/79/94	84/112/0/0	-	-	-	-	
Location	Speak with Head of Vengarl and exhaust all his dialogue to receive Vengarl's Helmet. Vengarl's Body drops Vengarl's A							

- + show full armor image - hide
- + show description - hide description

Description

Vengarl's Helmet

Helmet worn by the ferocious Vengarl of Forossa. As Vengarl's helmet suggests, he was not unlike a mad beast on the battlefield.

Vengarl's Armor

Armor of the ferocious Vengarl of Forossa. Vengarl was known as a raging, deadly warrior. Even Forossa's Lion Knights, a motley crew of rabid fighters, kept him at arm's length.

Vengarl's Gloves

Gloves of the ferocious Vengarl of Forossa. Vengarl was known as a raging, deadly warrior. Even Forossa's Lion Knights, a motley crew of rabid fighters, kept him at arm's length.

Vengarl's Boots

Boots of the ferocious Vengarl of Forossa. Vengarl was known as a raging, deadly warrior. Even Forossa's Lion Knights, a motley crew of rabid fighters, kept him at arm's length.

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:	<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">• W is the Strength required• X is the Dexterity required• Y is the Intelligence required• Z is the Faith required
Physical DEF Bonus:	<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>

Revision #1
Created 17 December 2024 07:14:28 by jade
Updated 17 December 2024 07:14:28 by jade