Item Discovery

Description

Item Discovery, also known as **Luck** or **Item Find** is an invisible stat used by Dark Souls 2 to determine the drop rate of items. The higher the player's item discovery is, the more likely they are to receive rare drops upon killing enemies.

It doesn't affect chests and the like or the items received from Dyna and Tillo.

Increasing Item Discovery

The Covetous Gold Serpent Ring will increase item discovery by:

Name	Use
Covetous Gold Serpent Ring	Increases item discovery by 50%
Covetous Gold Serpent Ring +1	Increases item discovery by 75%
Covetous Gold Serpent Ring +2	Increases item discovery by 100%

There are also several pieces of equipment that increase item discovery:

- The Traveling Merchant Hat
- The Prisoner's Hood
- The Jester's Cap
- The Prisoner's Tatters (torso piece)
- The Symbol of Avarice (Crown of the Ivory King DLC Item)
- The Watchdragon Parma (Scholar Of The First Sin Update)

In addition, item discovery may be increased temporarily for five minutes by consuming a Rusted Coin. The effect of multiple coins doesn't stack.

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