

Black Leather Boots



In-Game Description

Leather boots dyed Black.

Allows the wearer to blend in with the dark.

Often used by those with ill-intent.

Meticulously crafted, and provides fair defense.

Availability

Dark Souls 2 & Scholar of the First Sin:

- Unlimited sold by Laddersmith Gilligan for 880 souls in Earthen Peak and 1,100 souls in Majula.
- Brume Tower
 - Dropped by the Rogue Phantom that only spawns at Bonfire Intensity 3 or higher.

General Information

Part of the Black Leather Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Black Leather Boots	37/38/36/36	18/13/13/15	21/15/0/0	0	55	2.2	-/-/-	E

Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Black Leather Boots +0	37/38/36/36	18/13/13/15	21/15/0/0	N/A	N/A
Black Leather Boots +1	40/41/39/39	19/14/14/16	23/16/0/0	1x Titanite Shard	170
Black Leather Boots +2	44/45/43/43	21/15/15/17	25/17/0/0	2x Titanite Shard	210
Black Leather Boots +3	48/49/46/46	23/17/16/19	27/19/0/0	3x Titanite Shard	250
Black Leather Boots +4	51/53/50/50	24/18/17/20	29/20/0/0	1x Large Titanite Shard	330
Black Leather Boots +5	55/57/54/54	26/20/19/22	31/22/0/0	2x Large Titanite Shard	370
Black Leather Boots +6	59/60/57/57	28/21/20/23	33/23/0/0	3x Large Titanite Shard	410
Black Leather Boots +7	62/64/61/61	29/22/21/24	35/24/0/0	1x Titanite Chunk	490
Black Leather Boots +8	66/68/64/64	31/24/22/26	37/26/0/0	2x Titanite Chunk	530
Black Leather Boots +9	70/72/68/68	33/25/23/27	39/27/0/0	3x Titanite Chunk	570
Black Leather Boots +10	74/76/72/72	35/27/25/29	42/29/0/0	1x Titanite Slab	650

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 DEFX is defense vs. striking attacksY is defense vs. slashing attacksZ 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 attacksX is defense vs. fire attacksY is defense vs. lightning attacksZ 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>

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