

# Creighton's Chain Leggings


## In-Game Description

*Atypical chain leggings.*  
*Belonged to Creighton the Wanderer.*

*Its design resembles that of the knight order of the eastern land of Mirrah, but with some odd differences that catch the eye.*

*Perhaps it is a finely-crafted imitation.*

## Availability

- Obtained from Creighton the Wanderer at the end his questline if you choose to kill Mild Mannered Pate in Brightstone Cove Tseldora.
- Sold by Merchant Hag Melentia after killing Creighton the Wanderer.

## General Information

Part of Creighton's Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Creighton's Chain Leggings	42/41/43/42	13/14/7/13	10/16/0/0	7	70	4.5	-/-/-	C

## Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Creighton's Chain Leggings +0	42/41/43/42	13/14/7/13	10/16/0/0	N/A	N/A
Creighton's Chain Leggings +1	46/45/47/46	14/15/7/14	10/17/0/0	1x Titanite Shard	490
Creighton's Chain Leggings +2	50/49/51/50	15/16/8/15	11/19/0/0	2x Titanite Shard	610
Creighton's Chain Leggings +3	54/53/56/54	16/18/9/16	12/20/0/0	3x Titanite Shard	740
Creighton's Chain Leggings +4	58/57/60/58	17/19/9/17	13/22/0/0	1x Large Titanite Shard	980
Creighton's Chain Leggings +5	63/61/65/63	19/21/10/19	14/23/0/0	2x Large Titanite Shard	1100
Creighton's Chain Leggings +6	67/65/69/67	20/22/11/20	15/25/0/0	3x Large Titanite Shard	1220
Creighton's Chain Leggings +7	71/69/73/71	21/23/11/21	16/26/0/0	1x Titanite Chunk	1470
Creighton's Chain Leggings +8	75/73/78/75	22/25/12/22	17/28/0/0	2x Titanite Chunk	1590
Creighton's Chain Leggings +9	79/77/82/79	23/26/13/23	18/29/0/0	3x Titanite Chunk	1710
Creighton's Chain Leggings +10	84/82/87/84	25/28/14/25	19/31/0/0	1x Titanite Slab	1950

# 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 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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