

Dark Leggings

In-Game Description

Leggings of a knight subsumed by dark.

No one knows the true identity of these men who are said to freely manipulate dark. Old foreign legends describe them as poor souls who chased the lost art of lifedrain.

Availability

Mimic drop in Doors of Pharros. At the Gyrm's Respite bonfire, behind a Primal Knight.

Scholar of the First Sin

Mimic drop in Brightstone Cove Tseldora.

From the Royal Army Campsite bonfire head towards the well with the overhead wood roof, drop in and proceed till you climb up into a house in the same area which you can't otherwise get into. Dispatch the Mimic inside for the Dark Leggings and Staff of Wisdom.

General Information

Part of the Dark Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Dark Leggings	68/68/71/65	18/18/12/38	18/21/0/0	9	90	5.8	-/-/-	C

Upgrades

Requires Twinkling Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Twinkling Titanite	Souls Cost
Dark Leggings +0	68/68/71/65	18/18/12/38	18/21/0/0	N/A	N/A
Dark Leggings +1	74/74/78/71	19/19/13/41	19/23/0/0	1	710
Dark Leggings +2	81/81/85/77	21/21/14/45	21/25/0/0	1	890
Dark Leggings +3	87/87/92/84	23/23/15/48	23/26/0/0	2	1,070
Dark Leggings +4	94/94/99/90	25/25/16/52	25/28/0/0	2	1,420
Dark Leggings +5	101/101/107/97	27/27/18/56	27/31/0/0	3	1,600

Key

Physical Defense:	<p>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:</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 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. 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. 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:	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: <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:	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.

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