

Elite Knight Gloves

In-Game Description

*Gloves reinforced with bradden steel.
They provide sturdy defense, making them
an old-time favorite of elite knights.*

*Bradden steel is used widely in Drangleic.
This fine alloy is made from ores mined
in the southern kingdom.*

Availability

- Sold by Maughlin the Armourer after spending 1,000 souls in his shop.
- Dropped by Wall Watchmen in Frozen Eleum Loyce.

Dark Souls II only:

- Dropped by the Elite Knight Phantom at bonfire intensity 2+.

General Information

Part of the Elite Knight Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Elite Knight Gloves	33/32/36/33	9/10/7/9	8/11/0/0	4	85	3.7	-/-/-	C

Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Elite Knight Gloves+0	33/32/36/33	9/10/7/9	8/11/0/0	N/A	N/A
Elite Knight Gloves+1	36/35/39/36	10/11/7/10	8/12/0/0	1x Titanite Shard	580
Elite Knight Gloves+2	39/38/43/39	11/12/8/11	9/13/0/0	2x Titanite Shard	720
Elite Knight Gloves+3	42/41/46/42	12/13/9/12	10/14/0/0	3x Titanite Shard	870
Elite Knight Gloves+4	46/44/50/46	13/14/9/13	10/15/0/0	1x Large Titanite Shard	1150
Elite Knight Gloves+5	49/48/54/49	14/15/10/14	11/16/0/0	2x Large Titanite Shard	1300
Elite Knight Gloves+6	52/51/57/52	15/16/11/15	12/17/0/0	3x Large Titanite Shard	1440
Elite Knight Gloves+7	56/54/61/56	15/17/11/15	12/18/0/0	1x Titanite Chunk	1730
Elite Knight Gloves+8	59/57/64/59	17/18/12/17	13/19/0/0	2x Titanite Chunk	1870
Elite Knight Gloves+9	62/60/68/62	18/19/13/18	14/20/0/0	3x Titanite Chunk	2020
Elite Knight Gloves+10	66/64/72/66	19/20/14/19	15/22/0/0	1x Titanite Slab	2300

Key

Physical Defense:

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:

- W is base Physical DEF
- X is defense vs. striking attacks
- Y is defense vs. slashing attacks
- Z is is defense vs. thrusting attacks

<p>Elemental Defense:</p>	<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
<p>Resistance:</p>	<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
<p>Poise:</p>	<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>
<p>Durability:</p>	<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>
<p>Weight:</p>	<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>
<p>Attribute Requirements:</p>	<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. 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
<p>Physical DEF Bonus:</p>	<p>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.</p>

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