

# Engraved Gauntlets


## In-Game Description

*Stone gauntlets engraved with odd writing.  
Said to bring good fortune to their wearer.*

*The wealthy merchant Fiorenza searched for  
these rare and precious gauntlets his entire life,  
but was not the one who found them.*

*Effect: Rare chance normal attacks become critical hits*

## Availability

Brightstone Cove Tseldora treasure. Tseldora Den Key required.  
The den is right before the area with spikes. The gauntlets are in the metal chest.

## General Information

When worn, attacks have a 5% chance to become critical hits that deal 50% more damage. The total average damage increase is 2.5%.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Engraved Gauntlets	29/29/29/29	15/15/15/15	15/15/44/44	0	55	5.5	12/12/-/-	C

## Notes

- Extremely similar to the runic cuffs worn by the Giant Pyromancers seen in ancient memories.

- Critical hits are accompanied by an explosive crunching sound.
- Exactly 50% damage buff seen against the Fume Knight, on a two-handed strong attack with a Lightning Dragon Tooth +5 buffed with Sunlight Blade.

# Upgrades

Requires Twinkling Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Engraved Gauntlets +0	29/29/29/29	15/15/15/15	15/15/44/44	N/A	N/A
Engraved Gauntlets +1	32/32/32/32	16/16/16/16	16/16/48/48	1x Twinkling Titanite	820
Engraved Gauntlets +2	35/35/35/35	17/17/17/17	17/17/52/52	1x Twinkling Titanite	1020
Engraved Gauntlets +3	38/38/38/38	19/19/19/19	19/19/57/57	2x Twinkling Titanite	1220
Engraved Gauntlets +4	41/41/41/41	20/20/20/20	20/20/61/61	2x Twinkling Titanite	1630
Engraved Gauntlets +5	44/44/44/44	22/22/22/22	22/22/66/66	3x Twinkling Titanite	1830

# 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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