

# Ironclad Leggings

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## In-Game Description

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*Leggings worn by Ironclad Soldiers.  
Provides high defense, but are so heavy that they require great strength to move.*

*The Ironclad Soldiers were minions created by the Old Iron King, their life granted by an enchantment of souls. By now this is again an iron husk, and fit to wear.*

*Once, the Old King could have unraveled the greater mysteries, with the aid of his great soul, but he was led astray by his enormous fortune, becoming nothing more than a vulgar hedonist.*

## Availability

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Ironclad Soldier drop.

## General Information

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Part of the Ironclad Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Ironclad Leggings	85/78/91/85	12/14/8/12	6/23/0/0	23	90	9.4	14/-/-	C

## Upgrades

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Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Ironclad Leggings +0	85/78/91/85	12/14/8/12	6/23/0/0	-	-
Ironclad Leggings +1	93/85/100/93	13/15/8/13	6/25/0/0	1x Titanite Shard	560
Ironclad Leggings +2	102/93/109/102	14/16/9/14	7/27/0/0	2x Titanite Shard	700
Ironclad Leggings +3	110/101/118/110	15/17/10/15	7/29/0/0	3x Titanite Shard	830
Ironclad Leggings +4	119/108/127/119	16/19/11/16	8/32/0/0	1x Large Titanite Shard	1110
Ironclad Leggings +5	127/116/136/127	18/20/12/18	8/34/0/0	2x Large Titanite Shard	1250
Ironclad Leggings +6	136/124/145/136	19/21/12/19	9/36/0/0	3x Large Titanite Shard	1390
Ironclad Leggings +7	144/131/154/144	20/23/13/20	9/39/0/0	1x Titanite Chunk	1660
Ironclad Leggings +8	153/139/163/153	21/24/14/21	10/41/0/0	2x Titanite Chunk	1800
Ironclad Leggings +9	161/147/172/161	22/25/15/22	10/43/0/0	3x Titanite Chunk	1940
Ironclad Leggings +10	170/155/182/170	24/27/16/24	11/46/0/0	1x Titanite Slab	2210

## Key

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