

# Llewellyn Armor


## In-Game Description

*Armor reinforced with rare geisteel.  
Belonged to Chancellor Wellager.*

*Quality equipment that is both light and strong.  
Crafted by the castle's resident master smith  
Llewellyn, and supplied only to a select few.*

*His work easily identified by its lack of  
ostentation, Llewellyn focused solely on an  
economy of simplicity and strength.*

## Availability

- Dark Souls 2:**
- Stone Knight drop - rare.
- Scholar of the First Sin:**
- Gifted by Chancellor Wellager after defeating the Giant Lord.

## General Information

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Llewellyn Armor	120/112/124/121	38/46/29/38	39/55/22/22	17	85	6.8	-/-/-	B

## Notes

- Part of the Llewellyn Set.

# Upgrades

Special upgrade path.

Requires:

- Twinkling Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls
Llewellyn Armor +0	120/112/124/121	38/46/29/38	39/55/22/22	-	-
Llewellyn Armor +1	132/123/136/133	42/50/32/42	43/60/24/24	1x Twinkling Titanite	1,150
Llewellyn Armor +2	144/134/148/145	46/55/35/46	47/65/26/26	1x Twinkling Titanite	1,430
Llewellyn Armor +3	156/145/161/157	50/59/38/50	51/71/28/28	2x Twinkling Titanite	1,720
Llewellyn Armor +4	168/156/173/169	54/64/41/54	55/76/30/30	2x Twinkling Titanite	2,290
Llewellyn Armor +5	180/167/186/182	58/69/44/58	59/82/33/33	3x Twinkling Titanite	2,580

# 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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