

# Llewellyn Gloves


## In-Game Description

*Gloves reinforced with rare geisteel.  
Excellent defensive gear that is both light  
and sturdy.*

*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 Gloves	55/51/57/55	17/21/13/17	18/25/10/10	2	85	3.1	-/-/-	D

# Notes

- Part of the Llewellyn Set.

## Upgrades

Special upgrade path.

Requires:

- Twinkling Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls
Llewellyn Gloves +0	55/51/57/55	17/21/13/17	18/25/10/10	-	-
Llewellyn Gloves +1	60/56/62/60	18/23/14/18	19/27/11/11	1x Twinkling Titanite	630
Llewellyn Gloves +2	65/61/68/66	20/25/15/20	21/29/12/12	1x Twinkling Titanite	790
Llewellyn Gloves +3	71/66/73/71	22/26/17/22	23/32/13/13	2x Twinkling Titanite	940
Llewellyn Gloves +4	76/71/79/77	24/28/18/24	25/34/14/14	2x Twinkling Titanite	1,260
Llewellyn Gloves +5	82/76/85/83	26/31/20/26	27/37/15/15	3x Twinkling Titanite	1,410

## 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>
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<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>

Revision #1

Created 17 December 2024 07:21:05 by jade

Updated 17 December 2024 07:21:05 by jade