

# Llewellyn Set





Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Llewellyn Armor	120/112/24/121	38/46/29/38	39/55/22/22	17	85	6.8	550
	Llewellyn Gloves	55/51/57/55	17/21/13/17	18/25/10/10	2	85	3.1	400
	Llewellyn Shoes	55/51/57/55	17/21/13/17	18/25/10/10	4	85	3.1	470
Total	230/214/238/231	72/88/55/72	75/105/42/42	23	255	13.0	1,420	
Fully Upgraded Total	344/319/356/348	115/131/84/10	113/156/3/3	-	-	-	-	
Location	<b>Dark Souls 2:</b> Stone Knight drop in King's Passage. <b>Dark Souls 2 &amp; Scholar of the First Sin:</b> Gifted by Chancellor Wellager after							

- + show full armor image - hide
- + show description - hide description

## Description

### Llewellyn Armor

*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.*

### Llewellyn Gloves

*Gloves 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.*

### Llewellyn Shoes

*Shoes 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.*

# Upgrades

Requires Twinkling Titanite.

## Availability

**Dark Souls 2:**

- Stone Knight drop - rare.

**Scholar of the First Sin:**

- Whole set and Royal Dirk, and Espada Ropera, gifted by Chancellor Wellager after defeating the Giant Lord.

## 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>	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.
<b>Weight:</b>	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.
<b>Attribute Requirements:</b>	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: <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>	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.

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