

Loyce Leggings

In-Game Description

Leggings of a Knight of Loyce.

The Knights of Loyce were devoted guardians of this land that delved valiantly into the depths of chaos, never to return.

The few that survived remain in Eleum Loyce, now frozen over, awaiting the call their master.

Availability

Reward from Alsanna, Silent Oracle for obtaining 5 Loyce Souls.

General Information

Part of the Loyce Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Loyce Leggings	115/110/122/115	29/20/12/20	18/21/0/0	12	85	7.5	-/-/-	C

Notes

Absorbs 10 HP from each defeated foe. This effect stacks with each individual piece of the Loyce Set, Charred Loyce Set, Ivory King Set and any version of the Ring of the Evil Eye. This effect only applies when killing enemies of the opposite gender.

Upgrades

Requires Twinkling Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Loyce Leggings +0	115/110/122/115	29/20/12/20	18/21/0/0	N/A	N/A
Loyce Leggings +1	120/115/128/120	31/22/13/22	19/23/0/0	1x Twinkling Titanite	710
Loyce Leggings +2	126/120/134/126	34/24/14/24	21/25/0/0	1x Twinkling Titanite	890
Loyce Leggings +3	131/126/140/131	37/26/15/26	22/26/0/0	2x Twinkling Titanite	1,070
Loyce Leggings +4	137/131/146/137	40/28/16/28	24/28/0/0	2x Twinkling Titanite	1,420
Loyce Leggings +5	143/137/152/143	43/30/18/30	26/31/0/0	3x Twinkling Titanite	1,600

Key

Physical Defense:	<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">• W is base Physical DEF• X is defense vs. striking attacks• Y is defense vs. slashing attacks• Z is is defense vs. thrusting attacks
Elemental Defense:	<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">• W is defense vs. magic attacks• X is defense vs. fire attacks• Y is defense vs. lightning attacks• Z is defense vs. dark attacks

Resistance:	<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"> • W is resistance vs. poison • X is resistance vs. bleed • Y is resistance vs. petrification • Z is resistance vs. Hollowing curse
Poise:	<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>
Durability:	<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>
Weight:	<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>
Attribute Requirements:	<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"> • W is the Strength required • X is the Dexterity required • Y is the Intelligence required • Z is the Faith required
Physical DEF Bonus:	<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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