

# Mastodon Leggings


## In-Game Description

*Leggings worn by the Primal Knights of Drangleic castle.*

*Their weight would normally crush a man, but the Primal Knights wear them as if they were silk, so fearsome is their brute strength.*

*The King restored a forbidden, long-lost art to create these inhuman abominations.*

## Availability

Primal Knight drop in Drangleic Castle.

## General Information

Part of the Mastodon Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Mastodon Leggings	109/101/17/109	13/14/8/13	17/20/0/0	27	90	10.8	16/-/-	C

## Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
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Mastodon Leggings +0	109/111/128/109	13/14/8/13	17/20/0/0	N/A	N/A
Mastodon Leggings +1	119/111/128/119	14/15/8/14	18/21/0/0	1x Titanite Shard	650
Mastodon Leggings +2	130/121/140/130	15/16/9/15	20/23/0/0	2x Titanite Shard	820
Mastodon Leggings +3	141/131/151/141	16/18/10/16	22/25/0/0	3x Titanite Shard	980
Mastodon Leggings +4	152/141/163/152	17/19/10/17	23/27/0/0	1x Large Titanite Shard	1300
Mastodon Leggings +5	163/151/175/163	19/21/11/19	25/29/0/0	2x Large Titanite Shard	1470
Mastodon Leggings +6	173/161/186/173	20/22/12/20	27/31/0/0	3x Large Titanite Shard	1630
Mastodon Leggings +7	184/171/198/184	21/23/12/21	28/33/0/0	1x Titanite Chunk	1950
Mastodon Leggings +8	195/181/298/195	22/25/13/22	30/35/0/0	2x Titanite Chunk	2120
Mastodon Leggings +9	206/191/221/206	23/26/14/23	32/37/0/0	3x Titanite Chunk	2280
Mastodon Leggings +10	217/201/233/217	25/28/15/25	34/39/0/0	1x Titanite Slab	2600

# 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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