

# Northwarder Trousers


## In-Game Description

*Trousers of a Forossan sage.*

*In Forossa, the gods of war were venerated, and sages who led warriors into battle were called Northwarders.*

*Northwarders earned their title only after completing a great journey of great hardship, after which they would be worshipped as oracles of the war gods.*

*Effect: extends duration of spell effects*

## Availability

Frozen Eleum Loyce treasure.

## General Information

- Part of the Northwarder Set.
- Increases duration of most spells and buffs by approximately 2.5% while this armour is equipped.
- Sacred Oath, Resins, and the Watcher and Defender weapon buffs are not extended in duration by this set.<sup>1</sup>

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus

Northward er Trousers	50/52/48/ 48	30/28/34/ 32	37/14/0/9	0	55	1.8	-/-/-	E
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# Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Northwarder Trousers +0	50/52/48/48	30/28/34/32	36/14/0/9	-	-
Northwarder Trousers +1	51/53/49/49	31/29/35/33	37/14/0/9	1x Titanite Shard	290
Northwarder Trousers +2	52/54/50/50	32/30/37/35	39/15/0/9	2x Titanite Shard	360
Northwarder Trousers +3	53/55/51/51	34/32/38/36	41/15/0/10	3x Titanite Shard	430
Northwarder Trousers +4	54/57/52/52	35/33/40/38	42/16/0/10	1x Large Titanite Shard	570
Northwarder Trousers +5	56/58/54/54	37/35/42/39	44/17/0/10	2x Large Titanite Shard	640
Northwarder Trousers +6	57/59/55/55	38/36/43/41	46/17/0/11	3x Large Titanite Shard	720
Northwarder Trousers +7	58/61/56/56	39/37/45/42	47/18/0/11	1x Titanite Chunk	860
Northwarder Trousers +8	59/62/57/57	41/39/46/44	49/18/0/12	2x Titanite Chunk	930
Northwarder Trousers +9	60/63/58/58	42/40/48/45	51/19/0/12	3x Titanite Chunk	1000
Northwarder Trousers +10	62/65/60/60	44/42/50/47	53/20/0/13	1x Titanite Slab	1140

# 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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