

# Rusted Mastodon Leggings


## In-Game Description

*Leggings worn by the Primal Knights  
of Drangleic castle.  
Durability is low due to rusting.*

*Its weight would normally crush a man,  
but to the brutish Primal Knights  
it may as well be made of papyrus.*

## Availability

Primal Knight drop in Doors of Pharros.

## General Information

Part of the Rusted Mastodon Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Rusted Mastodon Leggings	93/86/99/93	10/11/6/10	13/16/0/0	20	40	9.8	14/-/-/-	C

## Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost

Rusted Mastodon Leggings +0	93/86/99/93	10/11/6/10	13/16/0/0	N/A	N/A
Rusted Mastodon Leggings +1	102/94/108/102	10/12/6/10	14/17/0/0	1x Titanite Shard	560
Rusted Mastodon Leggings +2	111/103/118/111	11/13/7/11	15/19/0/0	2x Titanite Shard	700
Rusted Mastodon Leggings +3	120/111/128/120	12/14/7/12	16/20/0/0	3x Titanite Shard	830
Rusted Mastodon Leggings +4	129/120/138/129	13/15/8/13	18/22/0/0	1x Large Titanite Shard	1110
Rusted Mastodon Leggings +5	139/128/148/139	14/16/8/14	19/22/0/0	2x Large Titanite Shard	1250
Rusted Mastodon Leggings +6	148/137/158/148	15/17/9/15	20/25/0/0	3x Large Titanite Shard	1390
Rusted Mastodon Leggings +7	157/145/168/157	16/18/9/16	22/26/0/0	1x Titanite Chunk	16650
Rusted Mastodon Leggings +8	166/154/178/166	17/19/10/17	23/28/0/0	2x Titanite Chunk	1800
Rusted Mastodon Leggings +9	175/162/188/175	18/20/10/18	24/29/0/0	3x Titanite Chunk	1940
Rusted Mastodon Leggings +10	185/171/198/185	19/22/11/19	26/31/0/0	1x Titanite Slab	2210

# 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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