

# Xanthous Gloves


## In-Game Description

*Xanthous Gloves.*  
*This blindingly-bright yellow costume*  
*was said to be worn by the Xanthous King.*

*Despite the costume's being in near tatters,*  
*its yellow hues remain mysteriously unfaded.*

## Availability

Reward after reaching Rank 3 in the Pilgrims of Dark covenant.

## General Information

Part of the Xanthous Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Xanthous Gloves	31/35/31/26	23/6/15/181	13/12/0/0	0	60	2.3	-/-/-	E

## Upgrades

Requires Twinkling Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Xanthous Gloves +0	31/35/31/26	23/6/15/18	13/12/0/0	N/A	N/A

Xanthous Gloves +1	34/38/34/28	25/6/16/19	14/13/0/0	1x Twinkling Titanite	420
Xanthous Gloves +2	37/42/37/31	27/7/17/21	15/14/0/0	1x Twinkling Titanite	530
Xanthous Gloves +3	40/45/40/34	30/7/19/23	17/15/0/0	2x Twinkling Titanite	630
Xanthous Gloves +4	43/49/43/37	32/8/20/25	18/16/0/0	2x Twinkling Titanite	840
Xanthous Gloves +5	46/53/46/40	35/9/22/27	20/18/0/0	3x Twinkling Titanite	940

# 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>	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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