

# Agdayne's Black Robe


## In-Game Description

*Robe worn by Agdayne of the Undead Crypt.*

*Life itself is suffering; or karma,  
as some have called it.*

*The embrace of death awaits all things,  
But does death mean an end to suffering?*

## Availability

- Given by Grave Warden Agdayne if carrying the King's Ring from Vendrick's chamber.
- Sold by Merchant Hag Melentia if you kill Grave Warden Agdayne.

## General Information

Part of Agdayne's Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Agdayne's Black Robe	93/98/90/90	54/52/48/72	55/38/48/65	0	65	5.8	-/-/-	B

## Upgrades

Requires Twinkling Titanite

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost

Agdayne's Black Robe +0	93/98/90/90	54/52/48/72	55/38/48/65	N/A	N/A
Agdayne's Black Robe +1	102/107/99/99	59/57/52/79	60/41/52/71	1x Twinkling Titanite	1150
Agdayne's Black Robe +2	111/117/108/108	64/62/57/86	66/45/57/78	1x Twinkling Titanite	1430
Agdayne's Black Robe +3	120/127/117/117	70/68/62/93	71/49/62/84	2x Twinkling Titanite	1720
Agdayne's Black Robe +4	129/137/126/126	75/73/67/100	77/53/67/91	2x Twinkling Titanite	2290
Agdayne's Black Robe +5	139/147/135/135	81/79/72/108	83/57/72/98	3x Twinkling Titanite	2580

# 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 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>	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.
<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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