Black Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Black Hood	23/25/22/22	25/17/17/17	10/9/13/12	0	55	0.9	360
	Black Robes	67/72/64/64	73/49/49/49	30/26/39/35	0	55	2.6	600
	Black Gloves	26/28/25/25	28/19/19/19	12/10/15/14	0	55	1.0	420
	Black Boots	52/55/49/49	56/38/38/38	23/20/30/27	0	55	2.0	480
Total	168/180/160/160	182/123/123/123	75/65/92/88	0	220	6.5	1860
Fully Upgraded Total	253/270/240/240	275/184/184/184	113/98/145/132	0	-	6.5	1860
Location	Gift from Straid of Olaphis if at least four boss souls traded. Sold by Merchant Hag Melentia if Straid of Olaphis is killed.

Description

Black Hood

A black hood.
Grants slight increase to spellcasting speed.
Belonged to Straid of Olaphis.
Straid was invited to the old kingdom of Olaphis
for his wisdom, but its depth was such that
people soon feared him, and in the end
Straid was led into a dreadful trap.

Effect: Improves casting speed

Black Robes/Gloves/Boots

A black robe/gloves/boots.
Enchanted with resistance to magic.
Belonged to Straid of Olaphis.
Straid spent several lifetimes as stone.
During this hiatus, kingdoms rose and fell,
until the land called Drangleic came to be.

Notes

- Wearing the Black Hood grants an extra +2 to both Intelligence and Faith on top of the casting speed bonus.
- Almost identical to the Hexer's Set, but excels against magic instead of fire.
- Fittingly ominous for a dark sorcerer, but still a far cry from the ragged fashion of hexers. Straid may have been to hexes what the Daughters of Chaos were to pyromancy.
- During the beta, this set was worn by the Dual Swordsman class. It has since become an INT oriented set, rather than DEX.

Upgrades

Requires Twinkling Titanite.

Key

Physical Defense:	The Physical Defense attribute dictates how resilient the piece of armor is to a certain physical damage type. The physical stats for a piece of armor are W / X / Y / Z: • W is base Physical DEF • X is defense vs. striking attacks • Y is defense vs. slashing attacks • Z is is defense vs. thrusting attacks
Elemental Defense:	The Elemental Defense attribute dictates how resilient the piece of armor is to a certain elemental damage type. The magical stats for a piece of armor are W / X / Y / Z: • W is defense vs. magic attacks • X is defense vs. fire attacks • Y is defense vs. lightning attacks • Z is defense vs. dark attacks
Resistance:	The Resistance dictate how resilient the piece of armor is to status ailments. The properties for a piece of armor are W / X / Y / Z: • W is resistance vs. poison • X is resistance vs. bleed • Y is resistance vs. petrification • Z is resistance vs. Hollowing curse
Poise:	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.

Durability:	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.
Weight:	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.
Attribute Requirements:	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: - W is the Strength required - X is the Dexterity required - Y is the Intelligence required - Z is the Faith required
Physical DEF Bonus:	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.