

# Black Witch Gloves

## In-Game Description

*Gloves worn by Zullie the Witch,  
seducer of Alva the Wayfarer.  
Boasts excellent magic defense.*

*When Zullie the Witch learned of Alva's dedication  
to Saint Serreta, she used all manner of tricks and  
deceit to ruin him, but in the end she would  
spend her life with him, supporting his endeavors.*

*The witch, as unloving as she was unloved, finally  
found illumination through her blighted existence.*

## Availability

Sold by Royal Sorcerer Navlaan.

Gutter Denizen drop - after all the sconces in The Gutter are lit.<sup>1</sup>

## General Information

Part of the Black Witch Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Black Witch Gloves	34/37/33/33	32/25/30/31	11/14/15/15	0	55	1.7	-/-/-	E

## Upgrades

Requires Twinkling Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Black Witch Gloves +0	34/37/33/33	32/25/30/31	11/14/15/15	-	-
Black Witch Gloves +1	37/40/36/36	35/27/33/34	12/15/16/16	1x Twinkling Titanite	280
Black Witch Gloves +2	41/44/39/39	38/30/36/37	13/16/18/18	1x Twinkling Titanite	340
Black Witch Gloves +3	44/48/43/41	41/32/39/40	14/18/19/19	2x Twinkling Titanite	410
Black Witch Gloves +4	48/52/46/46	44/35/42/42	15/19/21/21	2x Twinkling Titanite	550
Black Witch Gloves +5	52/56/50/50	48/38/45/46	17/21/23/23	3x Twinkling Titanite	610

## Key

<b>Physical Defense:</b>	<p>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:</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. 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. 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>	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.
<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.

Footnotes 1. Scholar of the First Sin only.

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