

Black Witch Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Black Witch Domino Mask	10/11/9/9	16/8/16/16	5/5/17/17	0	60	0.5	550
	Black Witch Veil	10/11/10/10	9/7/9/9	3/4/5/1000	0	45	0.5	480
	Black Witch Hat	19/23/19/19	15/7/15/15	7/8/12/12	0	55	1.5	720
	Black Witch Robe	97/105/94/94	90/72/84/87	32/39/43/43	0	55	4.8	770
	Black Witch Gloves	34/37/33/33	32/25/30/31	11/14/15/15	0	55	1.7	560
	Black Witch Trousers	34/37/33/33	32/25/30/31	11/14/15/15	0	55	1.7	650
Total	0/0/0/0	0/0/0/0	0/0/0/0	0	-	0	3730	
Full Upgrade Total	Phy def/strike/Slash/through	Mdef/fire/lightning/dark	poison/bleed/petrify/cure	Poise	durability	weight	3730	

Location

You can purchase this set from Royal Sorcerer Navlaan, after freeing him from his prison in Aldia's Keep or after completing his quest. The Veil can be obtained as a rare drop from the Bell Keeper Mage in Belfry Sol. Domino Mask can be obtained as a rare drop from the Dua

+ show full armor image - hide

+ show description - hide description

Description

Black Witch Veil

Veil 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.

Black Witch Hat

Hat worn by Zullie the Witch, seducer of Alva the Wayfarer. Allows the attunement of an extra spell.

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Black Witch Robe

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

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Black Witch Gloves

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

When Zullie the Witch learned of Alva's dedication

Upgrades

Requires Twinkling Titanite.

Key

Physical Defense:	<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">• 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:	<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">• 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:	<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">• W is resistance vs. poison• X is resistance vs. bleed• Y is resistance vs. petrification• Z is resistance vs. Hollowing curse
Poise:	<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>
Durability:	<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>
Weight:	<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>

Attribute Requirements:	<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">• W is the Strength required• X is the Dexterity required• Y is the Intelligence required• Z is the Faith required
Physical DEF Bonus:	<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>

Footnotes 1. Scholar of the First Sin only.

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