

# Black Witch Veil


## In-Game Description

*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.*

## Availability

Bell Keeper Mage drop - very rare.

Invader Gutter Denizen drop - guaranteed. Invades in the bottom of The Gutter,  
right before dropping down into Black Gulch, after every sconce in the area has been lit.<sup>1</sup>

## General Information

- Part of the Black Witch Set.

Name	Physical Defense	Elementa l Defense	Resistanc e	Poise	Durabilit y	Weight	Attribute s Required	Physical DEF Bonus
Black Witch Veil	10/11/10/ 10	9/7/9/9	3/4/5/100 0	0	45	0.5	-/-/-	E

## Notes

- Just like the Hollow Skin, having a very high Curse resistance effectively makes the player immune to Curse.
- Wearing this does **not** prevent you from taking damage from Nashandra's Curse Orbs.

## Upgrades

Requires Twinkling Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Twinkling Titanite	Souls Cost
Black Witch Veil +0	10/11/10/10	9/7/9/9	3/4/5/1000	-	-
Black Witch Veil +1	11/12/11/11	10/7/9/10	3/4/5/1000	1	240
Black Witch Veil +2	12/13/12/12	11/8/10/11	3/4/5/1000	1	300
Black Witch Veil +3	13/14/13/13	12/9/11/12	4/5/6/1000	2	360
Black Witch Veil +4	14/15/14/14	13/10/12/13	4/5/6/1000	2	480
Black Witch Veil +5	15/16/15/15	14/11/13/14	5/6/7/1000	3	530

## 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>	<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>
<b>Attribute Requirements:</b>	<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"><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>	<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.