

Lion Mage Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Soul Selling
	Lion Mage Robe	39/41/36/36	37/30/31/37	17/17/20/45	0	40	2.2	200
	Lion Mage Cuffs	25/26/23/23	24/19/20/24	11/11/13/29	0	40	1.4	200
	Lion Mage Skirt	25/26/23/23	24/19/20/24	11/11/13/29	0	40	1.4	200
Total	89/93/82/82	85/68/71/85	39/39/46/103	0	120	5	600	
Full Upgrade Total	179/189/164/164	168/136/140/168	78/78/90/204	-	-	-	-	
Location	Can be found in a chest behind the petrified Lion Clan Warrior in Shaded Woods, in front of the Giant Basilisk.							

- + show full armor image - hide
- + show description - hide description

Description

Lion Mage Robe

Robe worn by Lion Clan mages.
The Lion Clan are an offshoot race that appear in historical records quite abruptly, as if one day they climbed up out of the depths of the very earth itself.
Effect: Improves casting speed

Lion Mage Cuffs

Cuffs worn by Lion Clan mages.
The Lion Clan are an offshoot race that appear in historical records quite abruptly, as if one day they climbed up out of the depths of the very earth itself.
Effect: Improves casting speed

Lion Mage Skirt

Skirt worn by Lion Clan mages.
The Lion Clan are an offshoot race that appear in historical records quite abruptly, as if one day they climbed up out of the depths of the very earth itself.
Effect: Improves casting speed

Effects

- Each armor piece Increases casting speed by ~5%, and these effects stack.

Upgrades

Requires 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:	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:	<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>

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