

# Loyce Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Loyce Helm	96/92/102/96	22/16/10/16	14/18/0/0	6	85	6.3	114
	Loyce Armor	198/191/204/200	45/37/22/36	30/36/0/0	20	85	12.3	240
	Loyce Gauntlets	60/57/64/60	16/10/6/0	11/13/0/0	10	85	4.4	168
	Loyce Leggings	115/110/122/115	29/20/12/20	18/21/0/0	12	85	7.5	192
<b>Total</b>	469/450/492/471	112/83/50/82	73/88/0/0	48	340	30.5	714	
<b>Fully Upgraded Total</b>	583/560/614/585	167/124/74/22	108/130/0/0	-	-	-	-	
<b>Location</b>	Given by Alsan, Silent Oracle for holding Loyce Souls (35 for the entire set)							

**Notes**

Absorbs 10 HP from each defeated foe. This effect stacks with each individual piece of the Loyce Set, as well as the Charred Loyce Set, Ivory King Set, and any version of Ring of the Evil Eye. This effect only applies when the wearer is female.

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## Description

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### Loyce Helm

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*Helm of a Knight of Loyce.*

*These Knights of Loyce were devoted guardians of this land that delved valiantly into the depths of chaos, never to return.*

*The few that survived remain in Eleum Loyce, now frozen over, awaiting the call of their master.*

### Loyce Armor

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*Armor of a Knight of Loyce.*

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### Loyce Gauntlets

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*Gauntlets of a Knight of Loyce.*

*These Knights of Loyce were devoted guardians of this land that delved valiantly into the depths of chaos, never to return.*

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### Loyce Leggings

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*Leggings of a Knight of Loyce.*

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# Upgrades

Requires Twinkling Titanite.

## 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>	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.

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