

# Monastery Set





Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Monastery Headcloth	15/16/14/14	13/10/9/10	17/10/9/11	0	55	0.6	500
	Monastery Longshirt	40/42/37/37	35/26/23/26	44/28/25/30	0	55	1.6	500
	Monastery Long Gloves	22/24/21/21	20/15/13/14	25/16/14/17	0	55	0.9	500
	Monastery Skirt	47/50/44/44	42/31/27/33	52/33/29/35	0	55	4.0	500
Total	124/132/93/93	110/82/72/83	138/87/77/93	0	-	7.1	2000	
Fully Upgraded Total	266/280/247/247	235/171/51/170	295/185/65/297	0	-	7.1	2000	
Location	Black Phantom Painting Guardian Phantom drop. The phantom is hidden behind the painting in the "L"							

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

## Description

### Monastery Headcloth

*A traditional sacred headcloth crafted at the Lindelt Monastery.*  
*Made of a lightweight, flowing white fabric.*

*The ceremonial design suggests that they revered whatever it was they watched over.*

*The purity of the garment, however, neatly symbolizes the fraudulence found at the very heart of the monastery.*

### Monastery Longshirt

*Traditional sacred longshirt crafted at the Lindelt Monastery.*  
*Made of a lightweight, flowing white fabric.*

*The ceremonial design suggests that they revered whatever it was they watched over.*

*The purity of the garment, however, neatly symbolizes the fraudulence found at the very heart of the monastery.*

### Monastery Long Gloves

*Traditional sacred gloves crafted at the Lindelt Monastery.*  
*Made of a lightweight, flowing white fabric.*

*The ceremonial design suggests that they revered whatever it was they watched over.*

*The purity of the garment, however, neatly symbolizes the fraudulence found at the very heart of the monastery.*

### Monastery Skirt

*Traditional sacred skirt crafted at the Lindelt Monastery.*  
*Made of a lightweight, flowing white fabric.*

*The ceremonial design suggests that they revered whatever it was they watched over.*

*The purity of the garment, however, neatly symbolizes the fraudulence found at the very heart of the monastery.*

# Upgrades

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Requires Twinkling Titanite.

# Farming

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## Dark Souls 2: Scholar of the First Sin

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- While at bonfire intensity 2 or above, run from the second bonfire of Aldia's Keep and go out into the hallway. Out the metal door to the left on the left wall behind the first painting is where the dark spirit is. Kill it and look for an item.
- You **MUST** kill the Guardian Dragon every time you wish to kill the painting guardian.
- The bonfire to Ascetic is the Ritual Site bonfire.
- If you pull the lever that makes all of the creature cages fall, those creatures will respawn every time you ascetic.

# Testing

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## Dark Souls 2: Scholar of the First Sin

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- It appears that you are guaranteed a piece of the set each time you kill the dark spirit. It **IS** random though so expect duplicates.(Tested in NG+) (not guaranteed NG+9)

# Key

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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"><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>
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<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>

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