

Northwarder Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Northwarder Hood	31/32/29/29	18/17/23/20	24/9/0/6	0	55	0.9	72
	Northwarder Robe	79/83/76/76	57/42/43/47	59/21/0/14	0	55	2.5	120
	Northwarder Manchettes	30/31/28/29	14/14/19/16	35/13/0/8	0	55	1	84
	Northwarder Trousers	50/52/48/48	30/28/34/32	37/14/0/9	0	55	1.8	96
Total	190/198/181/182	119/101/119/115	154/57/0/37	0	-	6.2	372	
Fully Upgraded Total	235/246/227	177/150/176/170	229/83/0/54	0	-	6.2	372	
Location	Up a ladder behind an elevator pile d with coffins in Frozen Eleum Loyce							

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

Description

Northwarder Hood

Hood of a Forossan Sage.

Forossans venerated the god of war, and sages who led warriors into battle were called Northwarders.

Northwarders earned their title only after completing a great journey of great hardship, after which they would be worshipped as oracles of the war gods.

Effect: extends duration of spell effects

Northwarder Robe

Robe of a Forossan Sage.

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Effect: extends duration of spell effects

Northwarder Manchettes

Manchettes of a Forossan Sage.

Forossans venerated the god of war, and sages who led warriors into battle were called Northwarders.

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Effect: extends duration of spell effects

Northwarder Trousers

Trousers of a Forossan Sage.

Forossans venerated the god of war, and sages who led warriors into battle were

Notes

Each piece of this set increases most spell durations as follows:

- **Head:** +5% spell duration.
- **Chest:** +2.5% spell duration.
- **Hands:** +12.5% spell duration.
- **Legs:** +2.5% spell duration.

Sacred Oath, Resins, and the Watcher and Defender weapon buffs are not known to be extended in duration.¹

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:	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.
Durability:	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.
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>

Footnotes 1. <http://fextralife.com/forums/t39064/northwarder-set-buff-duration/#p683154>

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