

Priestess Set

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Description

Priestess Headpiece

Traditional headpiece worn by Drangleic clerics.

The clerics of Drangleic have retained their nominal status throughout the ages, but were always at arms length from the royal family, as if their existence was little more than formality.

It is customary for clerics to wear different garb depending on their sex, but the reason for this practice is unknown.

Priestess Robe

Robe worn by Drangleic clerics.

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Priestess Gloves

Gloves worn by Drangleic clerics.

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Priestess Skirt

Skirt worn by Drangleic clerics.

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| Image | Name | Physical Defense | Elemental Defense | Resistance | Poise | Durability | Weight | Souls on selling |
|-----------------------------|---------------------|------------------|-------------------|-------------|-------|------------|--------|------------------|
| | Priestess Headpiece | 23/24/22/22 | 14/14/20/16 | 9/9/11/11 | 0 | 50 | 1.2 | 450 |
| | Priestess Robe | 53/55/52/52 | 33/33/46/37 | 22/21/26/26 | 0 | 50 | 2.8 | 500 |
| | Priestess Gloves | 17/18/17/17 | 11/10/15/12 | 7/7/8/8 | 0 | 50 | 0.9 | 460 |
| | Priestess Skirt | 36/37/35/35 | 22/22/31/25 | 15/14/18/18 | 0 | 50 | 1.9 | 480 |
| Total | 129/134/126/126 | 80/80/112/90 | 53/51/63/63 | 0 | - | 6.8 | 1890 | |
| Fully Upgraded Total | 258/267/251/251 | 160/158/217/178 | 107/103/267/126 | 0 | - | 6.8 | 1890 | |

Location
Scholar of the First Sin:
Behind an illusory wall, on a corpse, just before the Proving Magus & Congregation

Upgrades

Requires Titanite.

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">• 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: | <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> |

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| Attribute Requirements: | 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">• W is the Strength required• X is the Dexterity required• Y is the Intelligence required• Z is the Faith required |
| Physical DEF Bonus: | 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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