

Shadow Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Shadow Mask	34/38/30/30	18/20/19/24	27/21/17/0	0	60	1.8	500
	Shadow Top	48/55/43/43	26/29/27/35	39/30/25/0	0	60	2.6	500
	Shadow Gauntlets	30/34/27/27	16/18/17/21	24/18/15/0	0	60	1.6	500
	Shadow Leggings	30/34/27/27	16/18/17/21	24/18/15/0	0	60	1.6	500
Total	142/161/127/127	76/85/80/101	114/87/72/0	0	-	7.6	2,000	
Fully Upgraded Total	284/319/253/253	152/172/157/204	227/175/143/0	0	-	7.6	-	

Location	Suspicious Shadow drop in the Flexible Sentry boss fight on Bonfire Intensity 2 or higher. In Scholar of the First Sin Suspicious Chest
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+ show full armor image - hide + show description - hide description

Description

Shadow Mask

Used to hide in the cover of night. Those who are especially adept assassins are often hired as bodyguards. In an attempt to stave off the curse, King Vendrick hired shadowmen to put down the Hollows, but before long they were Hollowed themselves.

Shadow Top

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Shadow Gauntlets

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Shadow Leggings

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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:	<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>

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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