

Dark Weapon

In-Game Description

Felkin the Outcast applied his art to transform Magic Weapon into a hex. Adds dark damage to the types of damage the weapon already inflicts.

Those who choose the path of dark are admonished by all manner of sorcerers. But this does not stop the curious from being drawn to this strangely alluring craft.

Use

Temporarily increases weapon's dark damage by $(\text{BaseAR} * 0.3) + 5^1$. Duration is determined by Intelligence.

Availability

Sold by Felkin the Outcast for 2,700 souls.

Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required	Faith Required	Catalyst Required
Self/Buf	4-8	Up to 99 sec	1	16	14	Staff

Cast Increases with Attunement

Attunement	Uses
10	4

32	5
43	6
58	7
94	8

Duration Increases with Intelligence

Intelligence	Duration
10	27 sec
15	53 sec
20	79 sec
24	99 sec

Footnotes 1.
https://www.reddit.com/r/DarkSouls2/comments/2xpwud/the_mystery_of_buffs_a_post_of_calculations_and