

# Dark Weapon

## In-Game Description

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*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

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

## Availability

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Sold by Felkin the Outcast for 2,700 souls.

## Stats

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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](https://www.reddit.com/r/DarkSouls2/comments/2xpwud/the_mystery_of_buffs_a_post_of_calculations_and)

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Revision #1

Created 17 December 2024 07:41:05 by jade

Updated 17 December 2024 07:41:05 by jade