

Magic Weapon

In-Game Description

Sorcery that imbues weapon in other hand with magic. Adds magic damage to the types of damage the weapon already inflicts.

Wielding a sword and casting a sorcery are two different things, and some members the(sic) Melfian Magic Academy view these varieties of spells as impure.

Use

Increases weapon's Magic damage by $[(\text{Weapon's original Magic damage} + 50) \times 1.15]$. Duration depends on Intelligence.

Based on some testing done and posted here, it is clear that the above formula is wrong. However, magic weapon was not specifically tested. If the formula follows the pattern, we can infer that the bonus given by this spell is most likely $[(\text{total base damage} \times 0.15) + 5]$

Availability

Sold by Carhillion of the Fold for 2,000 souls.

Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required
Self/Buf	8-15	63-135 sec	1	10

Cast Increases with Attunement

Attunement	Uses
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10	8
26	9
32	10
38	11
49	12
58	13
79	14
94	15

Duration Increases with Intelligence

Intelligence	Duration
10	63 sec
15	135 sec

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