

Darknight Stone

In-Game Description

An altered state of titanite.
Use to imbue weapons with dark,
or to provide dark reduction to shields.

Sorcerers at the Melfian Magic Academy
once attempted to imbue titanite with
various elements, but are said to have failed.

Someone must have succeeded, though;
what else would explain this stone?

Use

Used to infuse weapons and shields with Dark.

The upgrade is performed via infusion by the blacksmith Steady Hand McDuff. Weapons infused with Dark gain Dark Damage and Dark elemental scaling while lowering base damage and current scaling, and armor/shields gain Dark resistance while lowering other resistances. The Dull Ember is required to perform infusions.

Availability

Where to buy:

Merchant Sold By	Price	Stock
Stone Trader Chloanne	7,000 souls	3 after Undead Crypt

Enemy drops:

- Dropped by the respawning Leydia Pyromancers in Undead Crypt.
- Dropped by Basilisks.
- Drop from crystal lizard on the wooden bridge on the way to the Gutter(confirmed for SotFS)
- Drop from the Crystal Lizard in Dragon Aerie , near the second dragon.

Other sources:

- One found in a chest in the Undead Crypt, before the hallway that leads to Velstadt, the Royal Aegis.
- Two on one of the risable platforms near the Tower of Prayer bonfire in Shulva, Sanctum City.
- One of the items that can be received from Dyna and Tillo in Things Betwixt.

Notes

- Dark Damage is increased by Faith and Intelligence. When the lower of these two stats is raised, Dark Damage increases.
 - Most weapons and shields can be infused. Infusion is a one time process that will consume one stone of the element desired.
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Infusion Mechanics

The following may not work with boss weapons.

- **Weapon with only physical damage:** magic, fire, lightning and dark paths will increase the total base damage of the weapon by 40%. It will lower the physical damage by 30% and give that value to the chosen elemental damage independently of the weapons level. For example, a Greatsword +1 with 220 physical damage will result in 154 in both physical and elemental damage ($220 * 0.7 = 154$). A Greatsword +10, with 420 physical damage this time, would result in 294 in both damage types ($420 * 0.7 = 294$).
- **Weapon with both physical and elemental damage:**
 - **Same elemental path:** If a weapon that already has elemental damage is infused with the same type, the physical damage will be lowered by 5% and the the elemental damage will be increased by 44%. This is because, similar to the below, it lowers the damage by 10% but also increases it by 60%. Math: $0.9 * 1.6 = 1.44$
 - **Different elemental path:** If a weapon that already has elemental damage is infused with a different type, both the elemental and physical damage will be

lowered by 10% and the new one will be the 60% of the first elemental damage type.

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