

Faintstone

In-Game Description

An altered state of titanite.

*Use to imbue weapons with magic,
or to provide magic 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 Magic.

The upgrade is performed via infusion by the blacksmith Steady Hand McDuff. Weapons infused with Magic gain Magic Damage and Intelligence scaling while lowering base damage and current scaling. Shields gain Magic 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 infinitely respawning Leydia Pyromancers in Undead Crypt.
- Dropped by Basilisks.
- Two dropped by a Crystal Lizard in Dragon's Sanctum.

Other sources:

- Inside a chest behind a Pharros Contraption in Doors of Pharros. (First Pharros Contraption after climbing the ladder, opens a door back down below, in a wooden chest and can be farmed with Bonfire Ascetics via the 2nd bonfire.)
- On a corpse in Dragon Shrine, on the platform with the Dark Priestess.
- One of the items that can be received from Dyna and Tillo in Things Betwixt.

Notes

- Magic Damage is increased by Intelligence.
 - 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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