

Staves

- Archdrake Staff
- Azal's Staff
- Bat Staff
- Black Witch's Staff
- Bone Staff
- Lizard Staff
- Olenford's Staff
- Retainer Staff
- Sorcerer's Staff
- Staff of Amana
- Staff of Wisdom
- Sunset Staff
- Transgressor's Staff
- Wichtree Branch

Archdrake Staff

In-Game Description

*Staff of members of
the Archdrake sect of Lindelt.
A catalyst for sorceries and hexes.*

*In Lindelt, known for its clerics
and their miracles, sorcery is
believed to be a profane practice.
But as with anything, such beliefs
are part faith and part front,
and this staff was born of that hypocrisy.*

Availability

Sold by Felkin the Outcast for 4,000 souls.

General Information

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Castin g Speed	Stats Neede d Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t
	0/95/0/ 0/70 (Spell/ Strike)	0/0	100	10	125	-/ /18/15 -/-/B/-/ /B	25/30/ 20/20/ 20	5/5/5/5	15	40	3.5

Upgrades

Standard upgrade path.
Requires Titanite.

Name	Damage	Stat Bonuses	Material Costs	Souls Cost
Archdrake Staff +0	0/96/0/0/70	-/-/B/-/-/B	N/A	N/A
Archdrake Staff +1	0/104/0/0/86	-/-/B/-/-/B	1x Titanite Shard	500
Archdrake Staff +2	0/114/0/0/102	-/-/B/-/-/B	2x Titanite Shard	630
Archdrake Staff +3	0/123/0/0/118	-/-/B/-/-/B	3x Titanite Shard	750
Archdrake Staff +4	0/133/0/0/134	-/-/B/-/-/B	1x Large Titanite Shard	1000
Archdrake Staff +5	0/142/0/0/150	-/-/B/-/-/B	2x Large Titanite Shard	1130
Archdrake Staff +6	0/152/0/0/166	-/-/B/-/-/B	3x Large Titanite Shard	1250
Archdrake Staff +7	0/161/0/0/182	-/-/B/-/-/B	1x Titanite Chunk	1500
Archdrake Staff +8	0/171/0/0/198	-/-/B/-/-/B	2x Titanite Chunk	1630
Archdrake Staff +9	0/180/0/0/214	-/-/B/-/-/B	3x Titanite Chunk	1750
Archdrake Staff +10	0/190/0/0/230	-/-/A/-/-/A	1x Titanite Slab	2000

Infusions

Magic

Requires:

- Faintstone
- 2000 souls

Name	Damage	Stat Bonuses
Magic Archdrake Staff +0	0/109/0/0/59	-/-/B/-/-/B
Magic Archdrake Staff +1	0/120/0/0/73	-/-/B/-/-/B
Magic Archdrake Staff +2	0/131/0/0/86	-/-/B/-/-/B
Magic Archdrake Staff +3	0/142/0/0/100	-/-/B/-/-/B
Magic Archdrake Staff +4	0/152/0/0/113	-/-/B/-/-/B
Magic Archdrake Staff +5	0/163/0/0/127	-/-/B/-/-/B
Magic Archdrake Staff +6	0/174/0/0/141	-/-/B/-/-/B
Magic Archdrake Staff +7	0/185/0/0/154	-/-/B/-/-/B
Magic Archdrake Staff +8	0/196/0/0/168	-/-/B/-/-/B
Magic Archdrake Staff +9	0/207/0/0/181	-/-/B/-/-/B
Magic Archdrake Staff +10	0/218/0/0/195	-/-/A/-/-/A

Dark

Requires:

- Darknight Stone
- 2000 souls

Name	Damage	Stat Bonuses
Dark Archdrake Staff +0	0/80/0/0/80	-/-/B/-/-/B
Dark Archdrake Staff +1	0/88/0/0/98	-/-/B/-/-/B
Dark Archdrake Staff +2	0/96/0/0/117	-/-/B/-/-/B
Dark Archdrake Staff +3	0/104/0/0/135	-/-/B/-/-/B
Dark Archdrake Staff +4	0/113/0/0/154	-/-/B/-/-/B
Dark Archdrake Staff +5	0/121/0/0/172	-/-/B/-/-/B
Dark Archdrake Staff +6	0/129/0/0/190	-/-/B/-/-/B
Dark Archdrake Staff +7	0/137/0/0/209	-/-/B/-/-/B
Dark Archdrake Staff +8	0/145/0/0/227	-/-/B/-/-/B
Dark Archdrake Staff +9	0/153/0/0/246	-/-/B/-/-/B
Dark Archdrake Staff +10	0/161/0/0/264	-/-/A/-/-/A

Key

Damage:	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> • Striking • Slashing • Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p>
Casting Speed:	The speed at which this catalyst will cast a spell.
Counter Strength:	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
Poise Damage:	The ability of the weapon to break the poise of an enemy.
Durability:	The durability of the weapon. If durability hits zero, the weapon has to be repaired at a blacksmith.
Weight:	<p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required are A / B / C / D:</p> <ul style="list-style-type: none"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D is the Faith required <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon,</p> <p>while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that your character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 19 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. ($19 \times 1.5 = 28.5$)</p>

Stat Bonuses:	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p>
Aux Effect:	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect
Aux Effect Reduction:	<p>The Aux Effect Reduction % of the weapon. It dictates how much effect the weapon mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect • C is Petrify Effect • D is Curse Effect
Damage Reduction:	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage
Stability:	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>

Azal's Staff

In-Game Description

Staff of Azal, sage of Forossa.

Rather roughly crafted, but imbued with the magic of Azal. Greatly intensifies spells, but also drastically reduces spell usages.

This staff, unfit for the inexperienced, is evidence of the sage Azal's prowess.

Availability

Frozen Eleum Loyce treasure. On a corpse located on the giant broken bridge.

General Information

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Castin g Speed	Stats Neede d Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t
	0/133/ 0/0/13 3 (Spell/ Strike)	0/0	100	15	30	-/ /35/18 -/-/S/-/ /S	25/30/ 20/20/ 20	5/5/5/5	15	4	4.0

Notes

- Greatly lowers number of spell uses. Around 50-70% less uses.
- Very low durability.
- Cannot be infused.
- The second lowest casting speed of any spell tool. Like the Chime of Screams, this one's slow speed makes it near useless in combat scenarios.

Upgrades

Special upgrade path.
Requires:

- Twinkling Titanite.

Name	Damage	Stat Bonuses	Materials Cost	Souls
Azal's Staff +0	0/133/0/0/133	-/-/S/-/-/S	-	-
Azal's Staff +1	0/138/0/0/138	-/-/S/-/-/S	1x Twinkling Titanite	1,090
Azal's Staff +2	0/143/0/0/143	-/-/S/-/-/S	2x Twinkling Titanite	1,370
Azal's Staff +3	0/149/0/0/149	-/-/S/-/-/S	3x Twinkling Titanite	1,640
Azal's Staff +4	0/154/0/0/154	-/-/S/-/-/S	4x Twinkling Titanite	2,180
Azal's Staff +5	0/160/0/0/160	-/-/S/-/-/S	5x Twinkling Titanite	2,450

Key

<p>Damage:</p>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> • Striking • Slashing • Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p>
-----------------------	---

Casting Speed:	The speed at which this catalyst will cast a spell.
Counter Strength:	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
Poise Damage:	The ability of the weapon to break the poise of an enemy.
Durability:	The durability of the weapon. If durability hits zero, the weapon has to be repaired at a blacksmith.
Weight:	The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required are A / B / C / D:</p> <ul style="list-style-type: none"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D is the Faith required <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon,</p> <p>while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that your character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 19 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. ($19 \times 1.5 = 28.5$)</p>
Stat Bonuses:	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p>
Aux Effect:	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect

Aux Effect Reduction:	<p>The Aux Effect Reduction % of the weapon. It dictates how much effect the weapon mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect • C is Petrify Effect • D is Curse Effect
Damage Reduction:	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage
Stability:	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>

Bat Staff

In-Game Description

*Staff used by hollowed Drangleic sorcerers.
A catalyst for sorceries and hexes.*

*The bat affixed to its tip is a simple charm.
It has no bearing on the staffs powers,
but the germs on the cadaver poison
foes upon contact in strike attacks.*

Availability

Dropped by Hollow Mages in Brightstone Cove Tseldora (rare).

General Information

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Castin g Speed	Stats Neede d Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t
	0/102/ 0/0/10 2 (Spell/ Strike)	107/0	100	10	125	-/-/25/- -/-/C/-/- /B	25/30/ 20/20/ 20	10/5/5/ 5	15	30	2.0

Notes

- Melee attacks with this staff deal Poison damage, but will no longer affect the poison buildup of the Dark Fog hex as of calibration patch 1.06.

Upgrades

Basic

Requires Titanite.

Name	Damage	Aux Effect	Stat Bonuses	Materials Cost	Souls
Bat Staff +0	0/102/0/0/102	107/0	-/C/-/-/-/B	N/A	N/A
Bat Staff +1	0/112/0/0/112	112/0	-/C/-/-/-/B	1x Titanite Shard	500
Bat Staff +2	0/122/0/0/122	117/0	-/C/-/-/-/B	2x Titanite Shard	630
Bat Staff +3	0/132/0/0/132	122/0	-/C/-/-/-/B	3x Titanite Shard	750
Bat Staff +4	0/143/0/0/143	128/0	-/C/-/-/-/B	1x Large Titanite Shard	1000
Bat Staff +5	0/153/0/0/153	133/0	-/C/-/-/-/B	2x Large Titanite Shard	1130
Bat Staff +6	0/163/0/0/163	138/0	-/C/-/-/-/B	3x Large Titanite Shard	1250
Bat Staff +7	0/174/0/0/174	144/0	-/C/-/-/-/B	1x Titanite Chunk	1500
Bat Staff +8	0/184/0/0/184	149/0	-/C/-/-/-/B	2x Titanite Chunk	1630
Bat Staff +9	0/194/0/0/194	154/0	-/C/-/-/-/B	3x Titanite Chunk	1750
Bat Staff +10	0/205/0/0/205	160/0	-/B/-/-/-/A	1x Titanite Slab	2000

Infusions

Magic

Requires:

- Faintstone
- 2000 souls

Name	Damage	Aux. Effects	Stat Bonuses
Magic Bat Staff +0	0/117/0/0/94	98/0	-/-/C/-/-/B
Magic Bat Staff +1	0/129/0/0/103	103/0	-/-/C/-/-/B
Magic Bat Staff +2	0/140/0/0/113	108/0	-/-/C/-/-/B
Magic Bat Staff +3	0/152/0/0/122	113/0	-/-/C/-/-/B
Magic Bat Staff +4	0/164/0/0/132	118/0	-/-/C/-/-/B
Magic Bat Staff +5	0/176/0/0/141	123/0	-/-/C/-/-/B
Magic Bat Staff +6	0/188/0/0/151	128/0	-/-/C/-/-/B
Magic Bat Staff +7	0/200/0/0/161	133/0	-/-/C/-/-/B
Magic Bat Staff +8	0/212/0/0/170	138/0	-/-/C/-/-/B
Magic Bat Staff +9	0/223/0/0/180	143/0	-/-/C/-/-/B
Magic Bat Staff +10	0/235/0/0/189	148/0	-/-/B/-/-/A

Dark

Requires:

- Darknight Stone
- 2000 souls

Name	Damage	Aux. Effects	Stat Bonuses
Dark Bat Staff +0	0/94/0/0/117	98/0	-/-/C/-/-/B
Dark Bat Staff +1	0/103/0/0/129	103/0	-/-/C/-/-/B
Dark Bat Staff +2	0/113/0/0/140	108/0	-/-/C/-/-/B
Dark Bat Staff +3	0/122/0/0/152	113/0	-/-/C/-/-/B
Dark Bat Staff +4	0/132/0/0/164	118/0	-/-/C/-/-/B
Dark Bat Staff +5	0/141/0/0/176	123/0	-/-/C/-/-/B
Dark Bat Staff +6	0/151/0/0/188	128/0	-/-/C/-/-/B
Dark Bat Staff +7	0/161/0/0/200	133/0	-/-/C/-/-/B
Dark Bat Staff +8	0/170/0/0/212	138/0	-/-/C/-/-/B
Dark Bat Staff +9	0/180/0/0/223	143/0	-/-/C/-/-/B
Dark Bat Staff +10	0/189/0/0/235	148/0	-/-/B/-/-/A

Key

Damage:	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> • Striking • Slashing • Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p>
Casting Speed:	The speed at which this catalyst will cast a spell.
Counter Strength:	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
Poise Damage:	The ability of the weapon to break the poise of an enemy.
Durability:	The durability of the weapon. If durability hits zero, the weapon has to be repaired at a blacksmith.
Weight:	<p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required are A / B / C / D:</p> <ul style="list-style-type: none"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D is the Faith required <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon, while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that your character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 19 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. ($19 \times 1.5 = 28.5$)</p>

Stat Bonuses:	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p>
Aux Effect:	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect
Aux Effect Reduction:	<p>The Aux Effect Reduction % of the weapon. It dictates how much effect the weapon mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect • C is Petrify Effect • D is Curse Effect
Damage Reduction:	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage
Stability:	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>

Black Witch's Staff

In-Game Description

*Staff used by Leydia witches.
Imbued with a special magic, making it
a catalyst for sorceries, miracles, and hexes.*

*Leydia apostles are adept at magic, and wielded
unique weapons, but were deemed
blasphemous and slaughtered.*

Effect: use sorceries, miracles, and hexes

Availability

- Leydia Witch drop in Undead Crypt (rare).
- Invader Peculiar Kindalur drop in Shrine of Amana (rare).
- Mimic drop in Aldia's Keep, in one of the droppable cages (first one). (Scholar of the First Sin only)

General Information

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Castin g Speed	Stats Neede d Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t
	0/110/ 110/11 0/110 (Spell/ Strike)	0/0	100	10	120	-/- /20/20 -/- /A/C/C/ A	25/30/ 20/20/ 20	5/5/5/5	15	30	2.5

Notes

- This is the only **STAFF** in the game with which you can cast **CHIME**-specific hexes and Miracles. This gives the staff a big boost in versatility as a hexer's weapon.
- One of two equipment that can be used to cast sorceries, miracles, and hexes¹ (the other being the Sanctum Shield).
- This staff cannot cast pyromancies, even though the Leydia Witches who wield them can.

Upgrades

Basic

Standard upgrade path.
Requires Titanite.

Name	Damage	Stat Bonuses	Materials Cost	Souls Cost
Black Witch's Staff +0	0/110/110/110/110	-/-/A/C/C/A	N/A	N/A
Black Witch's Staff +1	0/121/121/121/121	-/-/A/C/C/A	1x Titanite Shard	880
Black Witch's Staff +2	0/132/132/132/132	-/-/A/C/C/A	2x Titanite Shard	1,100
Black Witch's Staff +3	0/143/143/143/143	-/-/A/C/C/A	3x Titanite Shard	1,320
Black Witch's Staff +4	0/154/154/154/154	-/-/A/C/C/A	1x Large Titanite Shard	1,750
Black Witch's Staff +5	0/165/165/165/165	-/-/A/C/C/A	2x Large Titanite Shard	1,970
Black Witch's Staff +6	0/176/176/176/176	-/-/A/C/C/A	3x Large Titanite Shard	2,190
Black Witch's Staff +7	0/187/187/187/187	-/-/A/C/C/A	1x Titanite Chunk	2,630
Black Witch's Staff +8	0/198/198/198/198	-/-/A/C/C/A	2x Titanite Chunk	2,850
Black Witch's Staff +9	0/209/209/209/209	-/-/A/C/C/A	3x Titanite Chunk	3,070
Black Witch's Staff +10	0/220/220/220/220	-/-/A/C/B/A	1x Titanite Slab	3,500

Infusions

Magic

Requires:

- Faintstone

- 2000 souls.

Name	Damage	Stat Bonuses
Magic Black Witch's Staff +0	0/131/102/102/102	-/-/A/C/C/A
Magic Black Witch's Staff +1	0/145/112/112/112	-/-/A/C/C/A
Magic Black Witch's Staff +2	0/158/123/123/123	-/-/A/C/C/A
Magic Black Witch's Staff +3	0/171/133/133/133	-/-/A/C/C/A
Magic Black Witch's Staff +4	0/184/143/143/143	-/-/A/C/C/A
Magic Black Witch's Staff +5	0/197/154/154/154	-/-/A/C/C/A
Magic Black Witch's Staff +6	0/211/164/164/164	-/-/A/C/C/A
Magic Black Witch's Staff +7	0/224/174/174/174	-/-/A/C/C/A
Magic Black Witch's Staff +8	0/237/184/184/184	-/-/A/C/C/A
Magic Black Witch's Staff +9	0/250/195/195/195	-/-/A/C/C/A
Magic Black Witch's Staff +10	0/263/205/205/205	-/-/A/C/B/A

Dark

Requires:

- Darknight Stone
- 2000 souls.

Name	Damage	Stat Bonuses
Dark Black Witch's Staff +0	0/102/102/102/131	-/-/A/C/C/A
Dark Black Witch's Staff +1	0/112/112/112/145	-/-/A/C/C/A
Dark Black Witch's Staff +2	0/123/123/123/158	-/-/A/C/C/A
Dark Black Witch's Staff +3	0/133/133/133/171	-/-/A/C/C/A
Dark Black Witch's Staff +4	0/143/143/143/184	-/-/A/C/C/A
Dark Black Witch's Staff +5	0/154/154/154/197	-/-/A/C/C/A
Dark Black Witch's Staff +6	0/164/164/164/211	-/-/A/C/C/A
Dark Black Witch's Staff +7	0/174/174/174/224	-/-/A/C/C/A
Dark Black Witch's Staff +8	0/184/184/184/237	-/-/A/C/C/A
Dark Black Witch's Staff +9	0/195/195/195/250	-/-/A/C/C/A
Dark Black Witch's Staff +10	0/205/205/205/263	-/-/A/C/B/A

Key

Damage:	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none">• A is Physical Damage• B is Magical Damage• C is Fire Damage• D is Lightning Damage• E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none">• Striking• Slashing• Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p>
Casting Speed:	<p>The speed at which this catalyst will cast a spell.</p>
Counter Strength:	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
Poise Damage:	<p>The ability of the weapon to break the poise of an enemy.</p>
Durability:	<p>The durability of the weapon. If durability hits zero, the weapon has to be repaired at a blacksmith.</p>
Weight:	<p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required are A / B / C / D:</p> <ul style="list-style-type: none">• A is the Strength required• B is the Dexterity required• C is the Intelligence required• D is the Faith required <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon, while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that your character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 19 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. ($19 \times 1.5 = 28.5$)</p>

Stat Bonuses:	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p>
Aux Effect:	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect
Aux Effect Reduction:	<p>The Aux Effect Reduction % of the weapon. It dictates how much effect the weapon mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect • C is Petrify Effect • D is Curse Effect
Damage Reduction:	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage
Stability:	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>

Footnotes 1. Works for both staff and chime hexes

Bone Staff

In-Game Description

*Staff crafted with animal bones.
A catalyst for sorceries and hexes.*

*Properly trained sorcerers receive
their first staff from their master after
reaching a certain level of accomplishment.
Those without proper training must
devise something of their own making.*

Availability

The Lost Bastille treasure, in the room with several chests and a Pharros contraption.
From the Exile Holding Cells bonfire go to the end of the wall and drop down to the courtyard where the wall is broken. To your right there are planks of wood covering a hole in the wall. Hit the planks to break them. In the room there is a wooden door that requires the Antiquated Key. Through the door there is a yard with a few dogs and another building. Inside that building you'll find the staff.

- Scholar of the First Sin: There is a Suspicious Shadow enemy on the roof.

General Information

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Castin g Speed	Stats Neede d Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t
	0/95/0/ 0/95 (Spell/ Strike)	0/0	110	15	100	-/-/20/- -/-/D/-/- /A	25/30/ 20/20/ 20	5/5/5/5	20	50	4.5

Notes

- Although it has 110 counter strength, it does not appear to have an effect on its damage output, melee or spell. (06/2015)

Upgrades

Basic

Standard upgrade path.

Requires Titanite.

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls Cost
Bone Staff +0	0/95/0/0/95	0/0	-/-/D/-/-/A	-	-
Bone Staff +1	0/104/0/0/104	0/0	-/-/D/-/-/A	1x Titanite Shard	500
Bone Staff +2	0/114/0/0/114	0/0	-/-/D/-/-/A	2x Titanite Shard	630
Bone Staff +3	0/123/0/0/123	0/0	-/-/D/-/-/A	3x Titanite Shard	750
Bone Staff +4	0/133/0/0/133	0/0	-/-/D/-/-/A	1x Large Titanite Shard	1,000
Bone Staff +5	0/142/0/0/142	0/0	-/-/D/-/-/A	2x Large Titanite Shard	1,130
Bone Staff +6	0/152/0/0/152	0/0	-/-/D/-/-/A	3x Large Titanite Shard	1,250
Bone Staff +7	0/161/0/0/161	0/0	-/-/D/-/-/A	1x Titanite Chunk	1,500
Bone Staff +8	0/171/0/0/171	0/0	-/-/D/-/-/A	2x Titanite Chunk	1,630
Bone Staff +9	0/180/0/0/180	0/0	-/-/D/-/-/A	3x Titanite Chunk	1,750
Bone Staff +10	0/190/0/0/190	0/0	-/-/C/-/-/S	1x Titanite Slab	2,000

Infusions

Magic

Requires:

- Faintstone

- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Bone Staff +0	0/109/0/0/80	0/0	-/-/D/-/-/A	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3
Magic Bone Staff +1	0/120/0/0/88	0/0	-/-/D/-/-/A	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3
Magic Bone Staff +2	0/131/0/0/96	0/0	-/-/D/-/-/A	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3
Magic Bone Staff +3	0/142/0/0/104	0/0	-/-/D/-/-/A	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3
Magic Bone Staff +4	0/152/0/0/113	0/0	-/-/D/-/-/A	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3
Magic Bone Staff +5	0/163/0/0/121	0/0	-/-/D/-/-/A	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3
Magic Bone Staff +6	0/174/0/0/129	0/0	-/-/D/-/-/A	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3
Magic Bone Staff +7	0/185/0/0/137	0/0	-/-/D/-/-/A	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3
Magic Bone Staff +8	0/196/0/0/145	0/0	-/-/D/-/-/A	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3
Magic Bone Staff +9	0/207/0/0/153	0/0	-/-/D/-/-/A	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3
Magic Bone Staff +10	0/218/0/0/161	0/0	-/-/C/-/-/S	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3

Dark

Requires

- Darknight Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Bone Staff +0	0/80/0/0/109	0/0	-/-/D/-/-/A	24.3/29.3/19.3/19.3/9.3/25	4.3/4.3/4.3/4.3
Dark Bone Staff +1	0/88/0/0/120	0/0	-/-/D/-/-/A	24.3/29.3/19.3/19.3/9.3/25	4.3/4.3/4.3/4.3
Dark Bone Staff +2	0/96/0/0/131	0/0	-/-/D/-/-/A	24.3/29.3/19.3/19.3/9.3/25	4.3/4.3/4.3/4.3

Dark Bone Staff +3	0/104/0/0/142	0/0	-/-/D/-/-/A	24.3/29.3/19.3/1 9.3/25	4.3/4.3/4.3/4.3
Dark Bone Staff +4	0/113/0/0/152	0/0	-/-/D/-/-/A	24.3/29.3/19.3/1 9.3/25	4.3/4.3/4.3/4.3
Dark Bone Staff +5	0/121/0/0/163	0/0	-/-/D/-/-/A	24.3/29.3/19.3/1 9.3/25	4.3/4.3/4.3/4.3
Dark Bone Staff +6	0/129/0/0/174	0/0	-/-/D/-/-/A	24.3/29.3/19.3/1 9.3/25	4.3/4.3/4.3/4.3
Dark Bone Staff +7	0/137/0/0/185	0/0	-/-/D/-/-/A	24.3/29.3/19.3/1 9.3/25	4.3/4.3/4.3/4.3
Dark Bone Staff +8	0/145/0/0/196	0/0	-/-/D/-/-/A	24.3/29.3/19.3/1 9.3/25	4.3/4.3/4.3/4.3
Dark Bone Staff +9	0/153/0/0/207	0/0	-/-/D/-/-/A	24.3/29.3/19.3/1 9.3/25	4.3/4.3/4.3/4.3
Dark Bone Staff +10	0/161/0/0/218	0/0	-/-/C/-/-/S	24.3/29.3/19.3/1 9.3/25	4.3/4.3/4.3/4.3

Key

Damage:	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none"> A is Physical Damage B is Magical Damage C is Fire Damage D is Lightning Damage E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> Striking Slashing Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p>
Casting Speed:	<p>The speed at which this catalyst will cast a spell.</p>
Counter Strength:	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
Poise Damage:	<p>The ability of the weapon to break the poise of an enemy.</p>
Durability:	<p>The durability of the weapon. If durability hits zero, the weapon has to be repaired at a blacksmith.</p>

Weight:	<p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required are A / B / C / D:</p> <ul style="list-style-type: none"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D is the Faith required <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon, while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that your character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 19 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. ($19 \times 1.5 = 28.5$)</p>
Stat Bonuses:	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p>
Aux Effect:	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect
Aux Effect Reduction:	<p>The Aux Effect Reduction % of the weapon. It dictates how much effect the weapon mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect • C is Petrify Effect • D is Curse Effect

Damage Reduction:	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none">• A is Physical Damage• B is Magical Damage• C is Fire Damage• D is Lightning Damage• E is Dark Damage
Stability:	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>

Lizard Staff

In-Game Description

*Staff used by hollowed Drangleic sorcerers.
A catalyst for sorceries and hexes.*

*The lizard affixed to its tip is a simple charm
and has no bearing to the staff's powers.*

Availability

Necromancer drop.

General Information

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Castin g Speed	Stats Neede d Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t
	0/110/ 0/0/40 (Spell/ Strike)	0/0	100	10	120	-/-/18/- -/-/A/-/- /C	25/30/ 20/20/ 20	5/5/5/5	15	30	2.0

Upgrades

Basic

Standard upgrade path.
Requires Titanite.

Name	Damage	Stat Bonuses	Materials Cost	Souls Cost
Lizard Staff +0	0/110/0/0/40	-/-/A/-/-/C	N/A	N/A
Lizard Staff +1	0/121/0/0/56	-/-/A/-/-/C	1x Titanite Shard	500
Lizard Staff +2	0/132/0/0/72	-/-/A/-/-/C	2x Titanite Shard	630
Lizard Staff +3	0/143/0/0/88	-/-/A/-/-/C	3x Titanite Shard	750
Lizard Staff +4	0/154/0/0/104	-/-/A/-/-/C	1x Large Titanite Shard	1000
Lizard Staff +5	0/165/0/0/120	-/-/A/-/-/C	2x Large Titanite Shard	1130
Lizard Staff +6	0/176/0/0/136	-/-/A/-/-/C	3x Large Titanite Shard	1250
Lizard Staff +7	0/187/0/0/152	-/-/A/-/-/C	1x Titanite Chunk	1500
Lizard Staff +8	0/198/0/0/168	-/-/A/-/-/C	2x Titanite Chunk	1630
Lizard Staff +9	0/209/0/0/184	-/-/A/-/-/C	3x Titanite Chunk	1750
Lizard Staff +10	0/220/0/0/200	-/-/S/-/-/B	1x Titanite Slab	2000

Infusions

Magic

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Stat Bonuses
Magic Lizard Staff +0	0/126/0/0/34	-/-/A/-/-/C
Magic Lizard Staff +1	0/139/0/0/47	-/-/A/-/-/C
Magic Lizard Staff +2	0/151/0/0/61	-/-/A/-/-/C
Magic Lizard Staff +3	0/164/0/0/74	-/-/A/-/-/C
Magic Lizard Staff +4	0/177/0/0/88	-/-/A/-/-/C
Magic Lizard Staff +5	0/189/0/0/101	-/-/A/-/-/C
Magic Lizard Staff +6	0/202/0/0/115	-/-/A/-/-/C
Magic Lizard Staff +7	0/215/0/0/129	-/-/A/-/-/C
Magic Lizard Staff +8	0/227/0/0/142	-/-/A/-/-/C

Magic Lizard Staff +9	0/240/0/0/156	-/-/A/-/-/C
Magic Lizard Staff +10	0/253/0/0/170	-/-/S/-/-/B

Dark

Requires

- Darknight Stone
- 2,000 souls

Name	Damage	Stat Bonuses
Dark Lizard Staff +0	0/93/0/0/46	-/-/A/-/-/C
Dark Lizard Staff +1	0/102/0/0/64	-/-/A/-/-/C
Dark Lizard Staff +2	0/112/0/0/82	-/-/A/-/-/C
Dark Lizard Staff +3	0/121/0/0/101	-/-/A/-/-/C
Dark Lizard Staff +4	0/130/0/0/119	-/-/A/-/-/C
Dark Lizard Staff +5	0/140/0/0/138	-/-/A/-/-/C
Dark Lizard Staff +6	0/149/0/0/156	-/-/A/-/-/C
Dark Lizard Staff +7	0/158/0/0/174	-/-/A/-/-/C
Dark Lizard Staff +8	0/168/0/0/193	-/-/A/-/-/C
Dark Lizard Staff +9	0/177/0/0/211	-/-/A/-/-/C
Dark Lizard Staff +10	0/186/0/0/230	-/-/S/-/-/B

Key

Damage:	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none">• A is Physical Damage• B is Magical Damage• C is Fire Damage• D is Lightning Damage• E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none">• Striking• Slashing• Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p>
----------------	---

Casting Speed:	The speed at which this catalyst will cast a spell.
Counter Strength:	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
Poise Damage:	The ability of the weapon to break the poise of an enemy.
Durability:	The durability of the weapon. If durability hits zero, the weapon has to be repaired at a blacksmith.
Weight:	The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required are A / B / C / D:</p> <ul style="list-style-type: none"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D is the Faith required <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon,</p> <p>while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that your character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 19 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. ($19 \times 1.5 = 28.5$)</p>
Stat Bonuses:	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p>
Aux Effect:	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect

Aux Effect Reduction:	<p>The Aux Effect Reduction % of the weapon. It dictates how much effect the weapon mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect • C is Petrify Effect • D is Curse Effect
Damage Reduction:	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage
Stability:	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>

Olenford's Staff

In-Game Description

*Staff of Olenford the sorcerer.
A catalyst for sorceries and hexes.*

Olenford, revered as the father of sorcery in Melfia, sought knowledge that surpassed mankind's ken, and so ventured into the Undead Crypt, and did away with his humanity.

Some hold the theory that Melfian sorceries and pyromancies originated within the boundaries of Drangleic, in ages past.

Availability

Undead Crypt treasure, behind the Pharros contraption in the room with the bell-ringing hollows.

General Information

It appears similar to Logan's Catalyst from the first game, but coated in Dark.

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Castin g Speed	Stats Neede d Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t
	0/140/ 0/0/14 0 (Spell/ Strike)	0/0	100	10	120	-/-/40/- -/-/B/-/- /A	25/30/ 20/20/ 20	5/5/5/5	15	30	2.0

Upgrades

Basic

Standard upgrade path.
Requires Twinkling Titanite.

Name	Damage	Stat Bonuses	Materials Cost	Souls Cost
Olenford's Staff +0	0/140/0/0/140	-/-/B/-/-/A	-	-
Olenford's Staff +1	0/154/0/0/162	-/-/B/-/-/A	1x Twinkling Titanite	1,420
Olenford's Staff +2	0/168/0/0/184	-/-/B/-/-/A	2x Twinkling Titanite	1,770
Olenford's Staff +3	0/182/0/0/206	-/-/B/-/-/A	3x Twinkling Titanite	2,120
Olenford's Staff +4	0/196/0/0/228	-/-/B/-/-/A	4x Twinkling Titanite	2,830
Olenford's Staff +5	0/210/0/0/250	-/-/B/-/-/A	5x Twinkling Titanite	3,180

Magic

Requires Faintstone and 2000 souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Olenford's Staff +0	0/161/0/0/118	-/-/B/-/-/A	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3
Magic Olenford's Staff +1	0/186/0/0/130	-/-/B/-/-/A	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3
Magic Olenford's Staff +2	0/211/0/0/142	-/-/B/-/-/A	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3
Magic Olenford's Staff +3	0/236/0/0/154	-/-/B/-/-/A	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3
Magic Olenford's Staff +4	0/262/0/0/166	-/-/B/-/-/A	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3
Magic Olenford's Staff +5	0/287/0/0/178	-/-/B/-/-/A	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3

Dark

Requires Darknight Stone and 2000 souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Olenford's Staff +0	0/118/0/0/161	-/-/B/-/-/A	24.3/29.3/19.3/19.3/25	4.3/4.3/4.3/4.3
Dark Olenford's Staff +1	0/130/0/0/186	-/-/B/-/-/A	24.3/29.3/19.3/19.3/25	4.3/4.3/4.3/4.3
Dark Olenford's Staff +2	0/142/0/0/211	-/-/B/-/-/A	24.3/29.3/19.3/19.3/25	4.3/4.3/4.3/4.3
Dark Olenford's Staff +3	0/154/0/0/236	-/-/B/-/-/A	24.3/29.3/19.3/19.3/25	4.3/4.3/4.3/4.3
Dark Olenford's Staff +4	0/166/0/0/262	-/-/B/-/-/A	24.3/29.3/19.3/19.3/25	4.3/4.3/4.3/4.3
Dark Olenford's Staff +5	0/178/0/0/287	-/-/B/-/-/A	24.3/29.3/19.3/19.3/25	4.3/4.3/4.3/4.3

Key

Damage:	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none">• A is Physical Damage• B is Magical Damage• C is Fire Damage• D is Lightning Damage• E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none">• Striking• Slashing• Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p>
Casting Speed:	<p>The speed at which this catalyst will cast a spell.</p>
Counter Strength:	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
Poise Damage:	<p>The ability of the weapon to break the poise of an enemy.</p>
Durability:	<p>The durability of the weapon. If durability hits zero, the weapon has to be repaired at a blacksmith.</p>
Weight:	<p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>

Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required are A / B / C / D:</p> <ul style="list-style-type: none"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D is the Faith required <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon,</p> <p>while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that your character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 19 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. ($19 \times 1.5 = 28.5$)</p>
Stat Bonuses:	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p>
Aux Effect:	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect
Aux Effect Reduction:	<p>The Aux Effect Reduction % of the weapon. It dictates how much effect the weapon mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect • C is Petrify Effect • D is Curse Effect
Damage Reduction:	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage

Stability:

Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.

Retainer Staff

In-Game Description

Staff wielded by the retainers in the cathedral city.

Long ago, the retainers attended to the priestesses, but with them gone, the retainers were left to wander frigid Eleum Loyce without purpose.

Availability

- Retainer drop.
- Frozen Eleum Loyce treasure. On one of a group of three corpses behind some ice, before the area with the fountain.

General Information

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Castin g Speed	Stats Neede d Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t
	0/230/ 0/0/23 0 (Spell/ Strike)	0/0	100	15	80	-/-/18/- -/-/-/-/- /-	25/30/ 20/20/ 20	5/5/5/5	20	50	2.5

Upgrades

Basic

Standard upgrade path.
Requires Titanite.

Name	Damage	Stat Bonuses	Materials Cost	Souls
Retainer Staff +0	0/230/0/0/230	-/-/-/-/-	-	-
Retainer Staff +1	0/237/0/0/237	-/-/-/-/-	1x Titanite Shard	680
Retainer Staff +2	0/244/0/0/244	-/-/-/-/-	2x Titanite Shard	850
Retainer Staff +3	0/251/0/0/251	-/-/-/-/-	3x Titanite Shard	1,020
Retainer Staff +4	0/258/0/0/258	-/-/-/-/-	1x Large Titanite Shard	1,350
Retainer Staff +5	0/265/0/0/265	-/-/-/-/-	2x Large Titanite Shard	1,520
Retainer Staff +6	0/272/0/0/272	-/-/-/-/-	3x Large Titanite Shard	1,690
Retainer Staff +7	0/279/0/0/279	-/-/-/-/-	1x Titanite Chunk	2,030
Retainer Staff +8	0/286/0/0/286	-/-/-/-/-	2x Titanite Chunk	2,200
Retainer Staff +9	0/293/0/0/293	-/-/-/-/-	3x Titanite Chunk	2,370
Retainer Staff +10	0/300/0/0/300	-/-/-/-/-	1x Titanite Slab	2,700

Infusions

Magic

Requires Faintstone and 2,000 souls.

Name	Damage	Stat Bonuses
Magic Retainer Staff +0	0/260/0/0/153	-/-/-/-/-
Magic Retainer Staff +1	0/268/0/0/157	-/-/-/-/-
Magic Retainer Staff +2	0/276/0/0/162	-/-/-/-/-
Magic Retainer Staff +3	0/284/0/0/167	-/-/-/-/-
Magic Retainer Staff +4	0/292/0/0/171	-/-/-/-/-
Magic Retainer Staff +5	0/300/0/0/176	-/-/-/-/-

Magic Retainer Staff +6	0/308/0/0/181	-/-/-/-/-
Magic Retainer Staff +7	0/316/0/0/185	-/-/-/-/-
Magic Retainer Staff +8	0/324/0/0/190	-/-/-/-/-
Magic Retainer Staff +9	0/332/0/0/195	-/-/-/-/-
Magic Retainer Staff +10	0/340/0/0/199	-/-/-/-/-

Dark

Requires Darknight Stone and 2,000 souls.

Name	Damage	Stat Bonuses
Dark Retainer Staff +0	0/153/0/0/260	-/-/-/-/-
Dark Retainer Staff +1	0/157/0/0/268	-/-/-/-/-
Dark Retainer Staff +2	0/162/0/0/276	-/-/-/-/-
Dark Retainer Staff +3	0/167/0/0/284	-/-/-/-/-
Dark Retainer Staff +4	0/171/0/0/292	-/-/-/-/-
Dark Retainer Staff +5	0/176/0/0/300	-/-/-/-/-
Dark Retainer Staff +6	0/181/0/0/308	-/-/-/-/-
Dark Retainer Staff +7	0/185/0/0/316	-/-/-/-/-
Dark Retainer Staff +8	0/190/0/0/324	-/-/-/-/-
Dark Retainer Staff +9	0/195/0/0/332	-/-/-/-/-
Dark Retainer Staff +10	0/199/0/0/340	-/-/-/-/-

Key

Damage:	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> • Striking • Slashing • Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p>
Casting Speed:	The speed at which this catalyst will cast a spell.
Counter Strength:	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
Poise Damage:	The ability of the weapon to break the poise of an enemy.
Durability:	The durability of the weapon. If durability hits zero, the weapon has to be repaired at a blacksmith.
Weight:	<p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required are A / B / C / D:</p> <ul style="list-style-type: none"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D is the Faith required <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon,</p> <p>while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that your character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 19 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. ($19 \times 1.5 = 28.5$)</p>

Stat Bonuses:	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p>
Aux Effect:	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect
Aux Effect Reduction:	<p>The Aux Effect Reduction % of the weapon. It dictates how much effect the weapon mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect • C is Petrify Effect • D is Curse Effect
Damage Reduction:	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage
Stability:	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>

Sorcerer's Staff

In-Game Description

*The first staff of most sorcerers.
A catalyst for sorceries and hexes.*

*To use sorceries, attune a sorcery
at a bonfire and equip a staff.
The strength of most sorceries is
affected by the caster's intelligence.*

Availability

- Starting item of the Sorcerer class.
- Sold by Carhillion of the Fold for 1,000 souls.
- Treasure in Forest of Fallen Giants. At the very base of the stairs in Mild Mannered Pate's Hollow Soldier ambush corridor, feel the right-hand wall for an illusory wall.

General Information

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Castin g Speed	Stats Neede d Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t
	0/112/ 0/0/11 2 (Spell/ Strike)	0/0	100	10	135	-/-/10/- -/-/C/-/ /C	25/30/ 20/20/ 20	5/5/5/5	15	30	2.0

Upgrades

Basic

Standard upgrade path.
Requires Titanite.

Name	Damage	Stat Bonuses	Materials Cost	Souls Cost
Sorcerer's Staff +0	0/112/0/0/112	-/-/C/-/-/C	-	-
Sorcerer's Staff +1	0/123/0/0/123	-/-/C/-/-/C	1x Titanite Shard	430
Sorcerer's Staff +2	0/134/0/0/134	-/-/C/-/-/C	2x Titanite Shard	540
Sorcerer's Staff +3	0/145/0/0/145	-/-/C/-/-/C	3x Titanite Shard	640
Sorcerer's Staff +4	0/157/0/0/157	-/-/C/-/-/C	1x Large Titanite Shard	850
Sorcerer's Staff +5	0/168/0/0/168	-/-/C/-/-/C	2x Large Titanite Shard	960
Sorcerer's Staff +6	0/179/0/0/179	-/-/C/-/-/C	3x Large Titanite Shard	1,070
Sorcerer's Staff +7	0/191/0/0/191	-/-/C/-/-/C	1x Titanite Chunk	1,280
Sorcerer's Staff +8	0/202/0/0/202	-/-/C/-/-/C	2x Titanite Chunk	1,390
Sorcerer's Staff +9	0/213/0/0/213	-/-/C/-/-/C	3x Titanite Chunk	1,490
Sorcerer's Staff +10	0/225/0/0/225	-/-/B/-/-/B	1x Titanite Slab	1,700

Infusions

Magic

Requires:

- Faintstone
- 2000 souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Sorcerer's Staff +0	0/128/0/0/95	-/-/C/-/-/C	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3
Magic Sorcerer's Staff +1	0/141/0/0/104	-/-/C/-/-/C		
Magic Sorcerer's Staff +2	0/154/0/0/114	-/-/C/-/-/C		

Magic Sorcerer's Staff +3	0/167/0/0/124	-/-/C/-/-/C
Magic Sorcerer's Staff +4	0/180/0/0/133	-/-/C/-/-/C
Magic Sorcerer's Staff +5	0/193/0/0/143	-/-/C/-/-/C
Magic Sorcerer's Staff +6	0/206/0/0/152	-/-/C/-/-/C
Magic Sorcerer's Staff +7	0/219/0/0/162	-/-/C/-/-/C
Magic Sorcerer's Staff +8	0/232/0/0/172	-/-/C/-/-/C
Magic Sorcerer's Staff +9	0/245/0/0/181	-/-/C/-/-/C
Magic Sorcerer's Staff +10	0/258/0/0/191	-/-/B/-/-/B

Dark

Requires:

- Darknight Stone
- 2000 souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Sorcerer's Staff +0	0/95/0/0/128	-/-/C/-/-/C	24.3/29.3/19.3/19.3/25	4.3/4.3/4.3/4.3
Dark Sorcerer's Staff +1	0/104/0/0/141	-/-/C/-/-/C		
Dark Sorcerer's Staff +2	0/114/0/0/154	-/-/C/-/-/C		
Dark Sorcerer's Staff +3	0/124/0/0/167	-/-/C/-/-/C		
Dark Sorcerer's Staff +4	0/133/0/0/180	-/-/C/-/-/C		
Dark Sorcerer's Staff +5	0/143/0/0/193	-/-/C/-/-/C		
Dark Sorcerer's Staff +6	0/152/0/0/206	-/-/C/-/-/C		
Dark Sorcerer's Staff +7	0/162/0/0/219	-/-/C/-/-/C		

Dark Sorcerer's Staff +8	0/172/0/0/232	-/-/C/-/-/C
Dark Sorcerer's Staff +9	0/181/0/0/245	-/-/C/-/-/C
Dark Sorcerer's Staff +10	0/191/0/0/258	-/-/B/-/-/B

Key

Damage:	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none">• A is Physical Damage• B is Magical Damage• C is Fire Damage• D is Lightning Damage• E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none">• Striking• Slashing• Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p>
Casting Speed:	The speed at which this catalyst will cast a spell.
Counter Strength:	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
Poise Damage:	The ability of the weapon to break the poise of an enemy.
Durability:	The durability of the weapon. If durability hits zero, the weapon has to be repaired at a blacksmith.
Weight:	The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.

Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required are A / B / C / D:</p> <ul style="list-style-type: none"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D is the Faith required <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon,</p> <p>while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that your character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 19 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. ($19 \times 1.5 = 28.5$)</p>
Stat Bonuses:	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p>
Aux Effect:	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect
Aux Effect Reduction:	<p>The Aux Effect Reduction % of the weapon. It dictates how much effect the weapon mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect • C is Petrify Effect • D is Curse Effect
Damage Reduction:	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage

Stability:

Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.

Staff of Amana

In-Game Description

*Staff held by a priestess of Amana.
A ritual staff that was not intended for use in battle, but nevertheless it functions as a catalyst for sorceries and hexes.*

The Demon was contained within the shrine by sacred rituals, but over time the tradition was lost, and the Demon set free. It gained knowledge, and learned to lure humans into its lair using song.

Effect: spell damage modifier while human

Availability

Dropped by Amana Shrine Maidens in Shrine of Amana. (rare)

General Information

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Castin g Speed	Stats Neede d Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t
	0/115/ 0/0/11 5 (Spell/ Strike)	0/0	100	10	100	-/-/35/- -/-/5/-/- /C	25/30/ 20/20/ 20	5/5/5/5	15	45	3.0

Notes

- This staff has a negative scaling modifier with your hollowing. The more hollow you are, the lower its scaling (scaling can go below zero).
- At +10 un-infused, with 60 INT, AR is 694 whilst human, reducing by 62-63 per hollowing level, down to 69 AR at full hollowing.
- Stamina consumption is ~15% higher than Sorcerer's Staff.

Upgrades

Basic

Standard upgrade path.
Requires Titanite.

Name	Damage	Stat Bonuses	Materials Cost	Souls
Staff of Amana +0	0/115/0/0/115	-I-/S/-I-/C	N/A	N/A
Staff of Amana +1	0/126/0/0/126	-I-/S/-I-/C	1x Titanite Shard	680
Staff of Amana +2	0/138/0/0/138	-I-/S/-I-/C	2x Titanite Shard	850
Staff of Amana +3	0/149/0/0/149	-I-/S/-I-/C	3x Titanite Shard	1020
Staff of Amana +4	0/161/0/0/161	-I-/S/-I-/C	1x Large Titanite Shard	1350
Staff of Amana +5	0/172/0/0/172	-I-/S/-I-/C	2x Large Titanite Shard	1520
Staff of Amana +6	0/184/0/0/184	-I-/S/-I-/C	3x Large Titanite Shard	1690
Staff of Amana +7	0/195/0/0/195	-I-/S/-I-/C	1x Titanite Chunk	2030
Staff of Amana +8	0/207/0/0/207	-I-/S/-I-/C	2x Titanite Chunk	2200
Staff of Amana +9	0/218/0/0/218	-I-/S/-I-/C	3x Titanite Chunk	2370
Staff of Amana +10	0/230/0/0/230	-I-/S/-I-/B	1x Titanite Slab	2700

Infusions

Magic

Requires:

- Faintstone

- 2000 Souls

Name	Damage	Stat Bonuses
Magic Staff of Amana +0	0/132/0/0/97	-I-/SI/-I-/IC
Magic Staff of Amana +1	0/145/0/0/107	-I-/SI/-I-/IC
Magic Staff of Amana +2	0/158/0/0/117	-I-/SI/-I-/IC
Magic Staff of Amana +3	0/171/0/0/127	-I-/SI/-I-/IC
Magic Staff of Amana +4	0/185/0/0/136	-I-/SI/-I-/IC
Magic Staff of Amana +5	0/198/0/0/146	-I-/SI/-I-/IC
Magic Staff of Amana +6	0/211/0/0/156	-I-/SI/-I-/IC
Magic Staff of Amana +7	0/224/0/0/166	-I-/SI/-I-/IC
Magic Staff of Amana +8	0/238/0/0/175	-I-/SI/-I-/IC
Magic Staff of Amana +9	0/251/0/0/185	-I-/SI/-I-/IC
Magic Staff of Amana +10	0/264/0/0/195	-I-/SI/-I-/IB

Dark

Requires:

- Darknight Stone
- 2000 Souls

Name	Damage	Stat Bonuses
Dark Staff of Amana +0	0/97/0/0/132	-I-/SI/-I-/IC
Dark Staff of Amana +1	0/107/0/0/145	-I-/SI/-I-/IC
Dark Staff of Amana +2	0/117/0/0/158	-I-/SI/-I-/IC
Dark Staff of Amana +3	0/127/0/0/171	-I-/SI/-I-/IC
Dark Staff of Amana +4	0/136/0/0/185	-I-/SI/-I-/IC
Dark Staff of Amana +5	0/146/0/0/198	-I-/SI/-I-/IC
Dark Staff of Amana +6	0/156/0/0/211	-I-/SI/-I-/IC
Dark Staff of Amana +7	0/166/0/0/224	-I-/SI/-I-/IC
Dark Staff of Amana +8	0/175/0/0/238	-I-/SI/-I-/IC
Dark Staff of Amana +9	0/185/0/0/251	-I-/SI/-I-/IC
Dark Staff of Amana +10	0/194/0/0/264	-I-/SI/-I-/IB

Key

Damage:	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none">• A is Physical Damage• B is Magical Damage• C is Fire Damage• D is Lightning Damage• E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none">• Striking• Slashing• Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p>
Casting Speed:	<p>The speed at which this catalyst will cast a spell.</p>
Counter Strength:	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
Poise Damage:	<p>The ability of the weapon to break the poise of an enemy.</p>
Durability:	<p>The durability of the weapon. If durability hits zero, the weapon has to be repaired at a blacksmith.</p>
Weight:	<p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required are A / B / C / D:</p> <ul style="list-style-type: none">• A is the Strength required• B is the Dexterity required• C is the Intelligence required• D is the Faith required <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon, while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that your character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 19 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. ($19 \times 1.5 = 28.5$)</p>

Stat Bonuses:	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p>
Aux Effect:	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect
Aux Effect Reduction:	<p>The Aux Effect Reduction % of the weapon. It dictates how much effect the weapon mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect • C is Petrify Effect • D is Curse Effect
Damage Reduction:	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage
Stability:	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>

Staff of Wisdom

In-Game Description

Staff of the lost land of Olaphis.

Sorcery-dedicated catalyst.

Cannot be used to cast hexes.

The crystal at the tip of the staff greatly augments spell strength.

*Already a finely-crafted staff,
made even more effective by its crystal,
the brilliance of which has been polished
over time with powerful magic.*

Availability

- Dragon Shrine treasure. In the area just up the stairs from the Dragon Aerie bonfire there is an alcove behind the first Drakekeeper.
Use a Pharros Lockstone on the ground to reveal an illusory wall with a metal chest behind it containing the staff and the Judgment Set. **(Dark Souls II only)**
- Mimic (Brightstone Cove Tseldora) drop - guaranteed. Located in the abandoned house, accessed by jumping down the well. **(Scholar of the First Sin only, except on the PS3)**

General Information

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Castin g Speed	Stats Neede d Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t
-------	------------	--------------------	-----------------------------	---------------------	----------------------	--	-----------------------------	-------------------------------------	---------------	----------------	------------

	0/180/0/0/0 (Spell/Strike)	0/0	110	15	110	-/-/50/- -/-/S/-/- /-	25/30/20/20/20	5/5/5/5	20	50	3.0
--	-----------------------------------	-----	-----	----	-----	---------------------------------	----------------	---------	----	----	-----

Notes

- Is the best staff for casting sorceries.
- Infusing it with Dark with give it dark damage and dark scaling but, as detailed in the weapon's description, will still not be able to cast any Hexes.

Upgrades

FoldUnfold Upgrades Basic Magic Dark

Basic

Special upgrade path.
Requires:

- Twinkling Titanite

Name	Damage	Stat Bonuses	Materials Cost	Souls
Staff of Wisdom +0	0/180/0/0/0	-/-/S/-/-/-	-	-
Staff of Wisdom +1	0/198/0/0/0	-/-/S/-/-/-	1x Twinkling Titanite	1,420
Staff of Wisdom +2	0/216/0/0/0	-/-/S/-/-/-	2x Twinkling Titanite	1,770
Staff of Wisdom +3	0/234/0/0/0	-/-/S/-/-/-	3x Twinkling Titanite	2,120
Staff of Wisdom +4	0/252/0/0/0	-/-/S/-/-/-	4x Twinkling Titanite	2,830
Staff of Wisdom +5	0/270/0/0/0	-/-/S/-/-/-	5x Twinkling Titanite	3,180

Infusions

Magic

Reduces: Damage and aux effects reduction.

Adds/Increases: Base magic damage, INT stat bonus, magic damage reduction.

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Staff of Wisdom +0	0/198/0/0/0	-/-/S/-/-/-	24.5/33.3/19.5/19.5/19.5 9.5	4.5/4.5/4.5/4.5
Magic Staff of Wisdom +1	0/217/0/0/0	-/-/S/-/-/-		
Magic Staff of Wisdom +2	0/237/0/0/0	-/-/S/-/-/-		
Magic Staff of Wisdom +3	0/257/0/0/0	-/-/S/-/-/-		
Magic Staff of Wisdom +4	0/277/0/0/0	-/-/S/-/-/-		
Magic Staff of Wisdom +5	0/297/0/0/0	-/-/S/-/-/-		

Dark

Reduces: Base damage, damage and aux effects reduction.

Adds/Increases: Base dark damage, INT and FTH stat bonus, dark damage reduction.

Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Staff of Wisdom +0	0/162/0/0/17	-/-/S/-/-/C	24.5/29.5/19.5/19.5/23.3	4.5/4.5/4.5/4.5
Dark Staff of Wisdom +1	0/178/0/0/19	-/-/S/-/-/C		
Dark Staff of Wisdom +2	0/194/0/0/21	-/-/S/-/-/C		
Dark Staff of Wisdom +3	0/210/0/0/23	-/-/S/-/-/C		
Dark Staff of Wisdom +4	0/226/0/0/25	-/-/S/-/-/C		

Dark Staff of Wisdom +5	0/243/0/0/26	-/-/S/-/-/C
----------------------------	--------------	-------------

Key

Damage:	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none">• A is Physical Damage• B is Magical Damage• C is Fire Damage• D is Lightning Damage• E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none">• Striking• Slashing• Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p>
Casting Speed:	The speed at which this catalyst will cast a spell.
Counter Strength:	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
Poise Damage:	The ability of the weapon to break the poise of an enemy.
Durability:	The durability of the weapon. If durability hits zero, the weapon has to be repaired at a blacksmith.
Weight:	<p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going</p> <p>over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>

Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required are A / B / C / D:</p> <ul style="list-style-type: none"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D is the Faith required <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon,</p> <p>while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that your character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 19 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. ($19 \times 1.5 = 28.5$)</p>
Stat Bonuses:	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p>
Aux Effect:	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect
Aux Effect Reduction:	<p>The Aux Effect Reduction % of the weapon. It dictates how much effect the weapon mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect • C is Petrify Effect • D is Curse Effect
Damage Reduction:	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage

Stability:

Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.

Sunset Staff

In-Game Description

A staff said to have been forged in Aldia.
A catalyst for sorceries and hexes.
Particularly powerful for casting hexes.

The mysterious Lord Aldia secluded himself inside a manor to conduct various experiments. Those invited to the manor disappeared, replaced over time with malformed beasts that roamed its halls.

Availability

- Gift from Felkin the Outcast when you talk to him with at least 20 Intelligence and 20 Faith.
- Dropped by Felkin the Outcast.
- Found in Aldia's Keep near the first bonfire. To the left of the stairs, inside a Mimic chest (Mimic does not drop Sunset Staff in Scholar of the First Sin.)

General Information

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Castin g Speed	Stats Neede d Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t
	0/106/ 0/0/60 (Spell/ Strike)	0/0	100	15	105	-/- /22/18 -/-A/-/ /S	25/30/ 20/20/ 20	5/5/5/5	15	30	2.0

Upgrades

Special upgrade path.
Requires Twinkling Titanite.

Name	Damage	Stat Bonuses	Twinkling Titanite	Souls
Sunset Staff +0	0/106/0/0/60	-/-/A/-/-/S	0	N/A
Sunset Staff +1	0/116/0/0/106	-/-/A/-/-/S	1	1420
Sunset Staff +2	0/127/0/0/152	-/-/A/-/-/S	2	1770
Sunset Staff +3	0/138/0/0/198	-/-/A/-/-/S	3	2120
Sunset Staff +4	0/149/0/0/244	-/-/A/-/-/S	4	2830
Sunset Staff +5	0/160/0/0/290	-/-/A/-/-/S	5	3180

Infusions

Magic

Requires Faintstone and 2,000 souls

Name	Damage	Stat Bonuses
Magic Sunset Staff +0	0/116/0/0/54	-/-/A/-/-/S
Magic Sunset Staff +1	0/128/0/0/95	-/-/A/-/-/S
Magic Sunset Staff +2	0/140/0/0/136	-/-/A/-/-/S
Magic Sunset Staff +3	0/152/0/0/178	-/-/A/-/-/S
Magic Sunset Staff +4	0/164/0/0/219	-/-/A/-/-/S
Magic Sunset Staff +5	0/176/0/0/261	-/-/A/-/-/S

Dark

Requires Darknight Stone and 2,000 souls

Name	Damage	Stat Bonuses
Dark Sunset Staff +0	0/95/0/0/66	-/-A/-/-S
Dark Sunset Staff +1	0/105/0/0/116	-/-A/-/-S
Dark Sunset Staff +2	0/114/0/0/167	-/-A/-/-S
Dark Sunset Staff +3	0/124/0/0/217	-/-A/-/-S
Dark Sunset Staff +4	0/134/0/0/268	-/-A/-/-S
Dark Sunset Staff +5	0/144/0/0/319	-/-A/-/-S

Key

Damage:	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> • Striking • Slashing • Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p>
Casting Speed:	The speed at which this catalyst will cast a spell.
Counter Strength:	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
Poise Damage:	The ability of the weapon to break the poise of an enemy.
Durability:	The durability of the weapon. If durability hits zero, the weapon has to be repaired at a blacksmith.
Weight:	<p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>

Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required are A / B / C / D:</p> <ul style="list-style-type: none"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D is the Faith required <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon,</p> <p>while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that your character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 19 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. ($19 \times 1.5 = 28.5$)</p>
Stat Bonuses:	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p>
Aux Effect:	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect
Aux Effect Reduction:	<p>The Aux Effect Reduction % of the weapon. It dictates how much effect the weapon mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect • C is Petrify Effect • D is Curse Effect
Damage Reduction:	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage

Stability:

Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.

Transgressor's Staff

In-Game Description

*A staff enwreathed in a matte blackness.
Found in the heart of the Dark Chasm.
A catalyst for sorceries and hexes.*

*No one knows what lies beyond the
dark passages found across Drangleic,
but perhaps they are better left undisturbed.*

Availability

- Sold by Chancellor Wellager for 8,000 souls after defeating the Looking Glass Knight.
- Part of the preorder bonus, received after character creation. Cannot be sold or thrown away.

General Information

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Castin g Speed	Stats Nee ded Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t
	0/80/0/ 0/40 (Spell/ Strike)	0/0	100	10	120	-/ /15/12 -/-B/-/ /A	25/30/ 20/20/ 30	5/5/5/5	15	50	3.0

Notes

- A typical Sorcerer's Staff enwreathed in solid Dark. The base damage starts out very modest, but quickly improves far past the original in hexing performance. Fully upgraded, it gains S-rank Dark damage scaling that ranks below the Sunset Staff, but higher than the Bone Staff.
- Paired with the Transgressor's Leather Shield.

Upgrades

Basic

Standard upgrade path.
Requires Titanite.

Name	Damage	Stat Bonuses	Materials Cost	Souls Cost
Transgressor's Staff +0	0/80/0/0/40	-/-/B/-/-/A	N/A	N/A
Transgressor's Staff +1	0/88/0/0/57	-/-/B/-/-/A	1x Titanite Shard	500
Transgressor's Staff +2	0/96/0/0/74	-/-/B/-/-/A	2x Titanite Shard	630
Transgressor's Staff +3	0/104/0/0/91	-/-/B/-/-/A	3x Titanite Shard	750
Transgressor's Staff +4	0/112/0/0/108	-/-/B/-/-/A	1x Large Titanite Shard	1000
Transgressor's Staff +5	0/120/0/0/125	-/-/B/-/-/A	2x Large Titanite Shard	1130
Transgressor's Staff +6	0/128/0/0/142	-/-/B/-/-/A	3x Large Titanite Shard	1250
Transgressor's Staff +7	0/136/0/0/159	-/-/B/-/-/A	1x Titanite Chunk	1500
Transgressor's Staff +8	0/144/0/0/176	-/-/B/-/-/A	2x Titanite Chunk	1630
Transgressor's Staff +9	0/152/0/0/193	-/-/B/-/-/A	3x Titanite Chunk	1750
Transgressor's Staff +10	0/160/0/0/210	-/-/B/-/-/S	1x Titanite Slab	2000

Infusions

Magic

Requires:

- Faintstone
- 2000 souls

Name	Damage	Stat Bonuses
Magic Transgressor's Staff +0	0/92/0/0/34	-/-/B/-/-/A
Magic Transgressor's Staff +1	0/101/0/0/48	-/-/B/-/-/A
Magic Transgressor's Staff +2	0/110/0/0/62	-/-/B/-/-/A
Magic Transgressor's Staff +3	0/119/0/0/77	-/-/B/-/-/A
Magic Transgressor's Staff +4	0/128/0/0/91	-/-/B/-/-/A
Magic Transgressor's Staff +5	0/138/0/0/106	-/-/B/-/-/A
Magic Transgressor's Staff +6	0/147/0/0/120	-/-/B/-/-/A
Magic Transgressor's Staff +7	0/156/0/0/135	-/-/B/-/-/A
Magic Transgressor's Staff +8	0/165/0/0/149	-/-/B/-/-/A
Magic Transgressor's Staff +9	0/174/0/0/164	-/-/B/-/-/A
Magic Transgressor's Staff +10	0/184/0/0/178	-/-/B/-/-/S

Dark

Requires:

- Darknight Stone
- 2000 souls

Name	Damage	Stat Bonuses
Dark Transgressor's Staff +0	0/68/0/0/46	-/-/B/-/-/B
Dark Transgressor's Staff +1	0/74/0/0/65	-/-/B/-/-/A
Dark Transgressor's Staff +2	0/81/0/0/85	-/-/B/-/-/A
Dark Transgressor's Staff +3	0/88/0/0/104	-/-/B/-/-/A
Dark Transgressor's Staff +4	0/95/0/0/124	-/-/B/-/-/A
Dark Transgressor's Staff +5	0/101/0/0/143	-/-/B/-/-/A
Dark Transgressor's Staff +6	0/108/0/0/163	-/-/B/-/-/A
Dark Transgressor's Staff +7	0/115/0/0/182	-/-/B/-/-/A
Dark Transgressor's Staff +8	0/122/0/0/202	-/-/B/-/-/A
Dark Transgressor's Staff +9	0/129/0/0/221	-/-/B/-/-/A
Dark Transgressor's Staff +10	0/136/0/0/241	-/-/B/-/-/S

Key

Damage:	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> • Striking • Slashing • Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p>
Casting Speed:	The speed at which this catalyst will cast a spell.
Counter Strength:	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
Poise Damage:	The ability of the weapon to break the poise of an enemy.
Durability:	The durability of the weapon. If durability hits zero, the weapon has to be repaired at a blacksmith.
Weight:	<p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required are A / B / C / D:</p> <ul style="list-style-type: none"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D is the Faith required <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon,</p> <p>while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that your character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 19 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. ($19 \times 1.5 = 28.5$)</p>

Stat Bonuses:	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p>
Aux Effect:	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect
Aux Effect Reduction:	<p>The Aux Effect Reduction % of the weapon. It dictates how much effect the weapon mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect • C is Petrify Effect • D is Curse Effect
Damage Reduction:	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage
Stability:	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>

Witchtree Branch

In-Game Description

*Branch of a forest-wandering witchtree.
A catalyst for sorceries and hexes.*

*Now it is used as a weapon, but this was
originally a part of a witchtree.*

Availability

Located in a chest down the Pit in Majula. The Forgotten Key is required to access the door where the item can be found in the middle chest alongside Witchtree Bellvine.

General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Casting Speed	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight
	0/125/0/0/125 (Spell/Strike)	0/0	100	10	140	-/-/16/- -/-/C/-/-/B	25/30/20/20/20	5/5/5/5	15	30	1.0

Basic

Standard upgrade path.
Requires Titanite.

Name	Damage	Stat Bonuses	Materials Cost	Souls Cost
------	--------	--------------	----------------	------------

Wichtree Branch +0	0/125/0/0/125	-/-/C/-/-/B	-	-
Wichtree Branch +1	0/137/0/0/137	-/-/C/-/-/B	1x Titanite Shard	500
Wichtree Branch +2	0/150/0/0/150	-/-/C/-/-/B	2x Titanite Shard	630
Wichtree Branch +3	0/162/0/0/162	-/-/C/-/-/B	3x Titanite Shard	750
Wichtree Branch +4	0/175/0/0/175	-/-/C/-/-/B	1x Large Titanite Shard	1,000
Wichtree Branch +5	0/187/0/0/187	-/-/C/-/-/B	2x Large Titanite Shard	1,130
Wichtree Branch +6	0/200/0/0/200	-/-/C/-/-/B	3x Large Titanite Shard	1,250
Wichtree Branch +7	0/212/0/0/212	-/-/C/-/-/B	1x Titanite Chunk	1,500
Wichtree Branch +8	0/225/0/0/225	-/-/C/-/-/B	2x Titanite Chunk	1,630
Wichtree Branch +9	0/237/0/0/237	-/-/C/-/-/B	3x Titanite Chunk	1,750
Wichtree Branch +10	0/250/0/0/250	-/-/B/-/-/A	1x Titanite Slab	2,000

Infusions

Magic

Requires:

- Faintstone
- 2000 Souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Wichtree Branch +0	0/143/0/0/106	-/-/C/-/-/B	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3
Magic Wichtree Branch +1	0/158/0/0/116	-/-/C/-/-/B		
Magic Wichtree Branch +2	0/172/0/0/127	-/-/C/-/-/B		
Magic Wichtree Branch +3	0/186/0/0/138	-/-/C/-/-/B		
Magic Wichtree Branch +4	0/201/0/0/148	-/-/C/-/-/B		

Magic Witchtree Branch +5	0/215/0/0/159	-/-/C/-/-/B
Magic Witchtree Branch +6	0/230/0/0/170	-/-/C/-/-/B
Magic Witchtree Branch +7	0/244/0/0/180	-/-/C/-/-/B
Magic Witchtree Branch +8	0/258/0/0/191	-/-/C/-/-/B
Magic Witchtree Branch +9	0/273/0/0/201	-/-/C/-/-/B
Magic Witchtree Branch +10	0/287/0/0/212	-/-/B/-/-/A

Dark

Requires:

- Darknight Stone
- 2000 Souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Witchtree Branch +0	0/106/0/0/143	-/-/C/-/-/B	24.3/29.3/19.3/19.3/25	4.3/4.3/4.3/4.3
Dark Witchtree Branch +1	0/116/0/0/158	-/-/C/-/-/B		
Dark Witchtree Branch +2	0/127/0/0/172	-/-/C/-/-/B		
Dark Witchtree Branch +3	0/138/0/0/186	-/-/C/-/-/B		
Dark Witchtree Branch +4	0/148/0/0/201	-/-/C/-/-/B		
Dark Witchtree Branch +5	0/159/0/0/215	-/-/C/-/-/B		
Dark Witchtree Branch +6	0/170/0/0/230	-/-/C/-/-/B		
Dark Witchtree Branch +7	0/180/0/0/244	-/-/C/-/-/B		
Dark Witchtree Branch +8	0/191/0/0/258	-/-/C/-/-/B		
Dark Witchtree Branch +9	0/201/0/0/273	-/-/C/-/-/B		

Dark Witchtree Branch +10	0/212/0/0/287	-/-/B/-/-/A
------------------------------	---------------	-------------

Key

Damage:	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none">• A is Physical Damage• B is Magical Damage• C is Fire Damage• D is Lightning Damage• E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none">• Striking• Slashing• Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p>
Casting Speed:	The speed at which this catalyst will cast a spell.
Counter Strength:	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
Poise Damage:	The ability of the weapon to break the poise of an enemy.
Durability:	The durability of the weapon. If durability hits zero, the weapon has to be repaired at a blacksmith.
Weight:	<p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going</p> <p>over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>

<p>Stats Needed:</p>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required are A / B / C / D:</p> <ul style="list-style-type: none"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D is the Faith required <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon,</p> <p>while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that your character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 19 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. ($19 \times 1.5 = 28.5$)</p>
<p>Stat Bonuses:</p>	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p>
<p>Aux Effect:</p>	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect
<p>Aux Effect Reduction:</p>	<p>The Aux Effect Reduction % of the weapon. It dictates how much effect the weapon mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect • C is Petrify Effect • D is Curse Effect
<p>Damage Reduction:</p>	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage

Stability:

Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.