

# Azal's Staff

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

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| <p><b>Damage:</b></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"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> <li>• Striking</li> <li>• Slashing</li> <li>• Thrusting</li> </ul> <p>Certain enemies are weak or strong against different types of damage types.</p> |
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| <b>Casting Speed:</b>    | The speed at which this catalyst will cast a spell.   |
| <b>Counter Strength:</b> | Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.   |
| <b>Poise Damage:</b>     | The ability of the weapon to break the poise of an enemy.   |
| <b>Durability:</b>       | The durability of the weapon. If durability hits zero, the weapon has to be repaired at a blacksmith.   |
| <b>Weight:</b>           | 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.  |
| <b>Stats Needed:</b>     | <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"> <li>• A is the Strength required</li> <li>• B is the Dexterity required</li> <li>• C is the Intelligence required</li> <li>• D is the Faith required</li> </ul> <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. (<math>19 \times 1.5 = 28.5</math>)</p> |
| <b>Stat Bonuses:</b>     | <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>  |
| <b>Aux Effect:</b>       | <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"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> </ul>  |

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| <b>Aux Effect Reduction:</b> | <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"><li>• A is Poison Effect</li><li>• B is Bleed Effect</li><li>• C is Petrify Effect</li><li>• D is Curse Effect</li></ul>                             |
| <b>Damage Reduction:</b>     | <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"><li>• A is Physical Damage</li><li>• B is Magical Damage</li><li>• C is Fire Damage</li><li>• D is Lightning Damage</li><li>• E is Dark Damage</li></ul> |
| <b>Stability:</b>            | <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>  |