

# 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

<b>Damage:</b>	<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>
<b>Casting Speed:</b>	<p>The speed at which this catalyst will cast a spell.</p>
<b>Counter Strength:</b>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<b>Poise Damage:</b>	<p>The ability of the weapon to break the poise of an enemy.</p>
<b>Durability:</b>	<p>The durability of the weapon. If durability hits zero, the weapon has to be repaired at a blacksmith.</p>
<b>Weight:</b>	<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>

<p><b>Stats Needed:</b></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"> <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>
<p><b>Stat Bonuses:</b></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><b>Aux Effect:</b></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"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> </ul>
<p><b>Aux Effect Reduction:</b></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"> <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>
<p><b>Damage Reduction:</b></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"> <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>	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.
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Revision #1  
Created 17 December 2024 08:18:19 by jade  
Updated 17 December 2024 08:18:19 by jade