

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:	<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>

<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.
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