

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 | Damage | Aux Effects | Counter Strength | Poise Damage | Casting Speed | Stats Needed Stat Bonuses | Damage Reduction | Aux Effects Reduction | Stability | Durability | Weight |
|-------|---|-------------|------------------|--------------|---------------|--|------------------------|-----------------------|-----------|------------|--------|
| | 0/110/ 110/110/110 (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 | -I-/A/C/C/A |
| Magic Black Witch's Staff +1 | 0/145/112/112/112 | -I-/A/C/C/A |
| Magic Black Witch's Staff +2 | 0/158/123/123/123 | -I-/A/C/C/A |
| Magic Black Witch's Staff +3 | 0/171/133/133/133 | -I-/A/C/C/A |
| Magic Black Witch's Staff +4 | 0/184/143/143/143 | -I-/A/C/C/A |
| Magic Black Witch's Staff +5 | 0/197/154/154/154 | -I-/A/C/C/A |
| Magic Black Witch's Staff +6 | 0/211/164/164/164 | -I-/A/C/C/A |
| Magic Black Witch's Staff +7 | 0/224/174/174/174 | -I-/A/C/C/A |
| Magic Black Witch's Staff +8 | 0/237/184/184/184 | -I-/A/C/C/A |
| Magic Black Witch's Staff +9 | 0/250/195/195/195 | -I-/A/C/C/A |
| Magic Black Witch's Staff +10 | 0/263/205/205/205 | -I-/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 | -I-/A/C/C/A |
| Dark Black Witch's Staff +1 | 0/112/112/112/145 | -I-/A/C/C/A |
| Dark Black Witch's Staff +2 | 0/123/123/123/158 | -I-/A/C/C/A |
| Dark Black Witch's Staff +3 | 0/133/133/133/171 | -I-/A/C/C/A |
| Dark Black Witch's Staff +4 | 0/143/143/143/184 | -I-/A/C/C/A |
| Dark Black Witch's Staff +5 | 0/154/154/154/197 | -I-/A/C/C/A |
| Dark Black Witch's Staff +6 | 0/164/164/164/211 | -I-/A/C/C/A |
| Dark Black Witch's Staff +7 | 0/174/174/174/224 | -I-/A/C/C/A |
| Dark Black Witch's Staff +8 | 0/184/184/184/237 | -I-/A/C/C/A |
| Dark Black Witch's Staff +9 | 0/195/195/195/250 | -I-/A/C/C/A |
| Dark Black Witch's Staff +10 | 0/205/205/205/263 | -I-/A/C/B/A |

Key

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|--------------------------|---|
| 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> |

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| <p>Stats Needed:</p> | <p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. 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. 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. 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. 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. 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 |

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| 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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Footnotes 1. Works for both staff and chime hexes

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