

# 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 hexes<sup>1</sup> (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

<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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Footnotes 1. Works for both staff and chime hexes

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