

Bone Staff

In-Game Description

Staff crafted with animal bones.
A catalyst for sorceries and hexes.

Properly trained sorcerers receive their first staff from their master after reaching a certain level of accomplishment. Those without proper training must devise something of their own making.

Availability

The Lost Bastille treasure, in the room with several chests and a Pharros contraption.

From the Exile Holding Cells bonfire go to the end of the wall and drop down to the courtyard where the wall is broken. To your right there are planks of wood covering a hole in the wall. Hit the planks to break them. In the room there is a wooden door that requires the Antiquated Key.

Through the door there is a yard with a few dogs and another building. Inside that building you'll find the staff.

- Scholar of the First Sin: There is a Suspicious Shadow enemy on the roof.

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
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	0/95/0/0/95 (Spell/Strike)	0/0	110	15	100	-/-/20/- -/-/D/-/-/A	25/30/20/20/20	5/5/5/5	20	50	4.5
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Notes

- Although it has 110 counter strength, it does not appear to have an effect on its damage output, melee or spell. (06/2015)

Upgrades

Basic

Standard upgrade path.
Requires Titanite.

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls Cost
Bone Staff +0	0/95/0/0/95	0/0	-/-/D/-/-/A	-	-
Bone Staff +1	0/104/0/0/104	0/0	-/-/D/-/-/A	1x Titanite Shard	500
Bone Staff +2	0/114/0/0/114	0/0	-/-/D/-/-/A	2x Titanite Shard	630
Bone Staff +3	0/123/0/0/123	0/0	-/-/D/-/-/A	3x Titanite Shard	750
Bone Staff +4	0/133/0/0/133	0/0	-/-/D/-/-/A	1x Large Titanite Shard	1,000
Bone Staff +5	0/142/0/0/142	0/0	-/-/D/-/-/A	2x Large Titanite Shard	1,130
Bone Staff +6	0/152/0/0/152	0/0	-/-/D/-/-/A	3x Large Titanite Shard	1,250
Bone Staff +7	0/161/0/0/161	0/0	-/-/D/-/-/A	1x Titanite Chunk	1,500
Bone Staff +8	0/171/0/0/171	0/0	-/-/D/-/-/A	2x Titanite Chunk	1,630
Bone Staff +9	0/180/0/0/180	0/0	-/-/D/-/-/A	3x Titanite Chunk	1,750
Bone Staff +10	0/190/0/0/190	0/0	-/-/C/-/-/S	1x Titanite Slab	2,000

Infusions

Magic

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Bone Staff +0	0/109/0/0/80	0/0	-/-/D/-/-/A	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3
Magic Bone Staff +1	0/120/0/0/88	0/0	-/-/D/-/-/A	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3
Magic Bone Staff +2	0/131/0/0/96	0/0	-/-/D/-/-/A	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3
Magic Bone Staff +3	0/142/0/0/104	0/0	-/-/D/-/-/A	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3
Magic Bone Staff +4	0/152/0/0/113	0/0	-/-/D/-/-/A	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3
Magic Bone Staff +5	0/163/0/0/121	0/0	-/-/D/-/-/A	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3
Magic Bone Staff +6	0/174/0/0/129	0/0	-/-/D/-/-/A	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3
Magic Bone Staff +7	0/185/0/0/137	0/0	-/-/D/-/-/A	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3
Magic Bone Staff +8	0/196/0/0/145	0/0	-/-/D/-/-/A	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3
Magic Bone Staff +9	0/207/0/0/153	0/0	-/-/D/-/-/A	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3
Magic Bone Staff +10	0/218/0/0/161	0/0	-/-/C/-/-/S	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3

Dark

Requires

- Darknight Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
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Dark Bone Staff +0	0/80/0/0/109	0/0	-/-/D/-/-/A	24.3/29.3/19.3/1 9.3/25	4.3/4.3/4.3/4.3
Dark Bone Staff +1	0/88/0/0/120	0/0	-/-/D/-/-/A	24.3/29.3/19.3/1 9.3/25	4.3/4.3/4.3/4.3
Dark Bone Staff +2	0/96/0/0/131	0/0	-/-/D/-/-/A	24.3/29.3/19.3/1 9.3/25	4.3/4.3/4.3/4.3
Dark Bone Staff +3	0/104/0/0/142	0/0	-/-/D/-/-/A	24.3/29.3/19.3/1 9.3/25	4.3/4.3/4.3/4.3
Dark Bone Staff +4	0/113/0/0/152	0/0	-/-/D/-/-/A	24.3/29.3/19.3/1 9.3/25	4.3/4.3/4.3/4.3
Dark Bone Staff +5	0/121/0/0/163	0/0	-/-/D/-/-/A	24.3/29.3/19.3/1 9.3/25	4.3/4.3/4.3/4.3
Dark Bone Staff +6	0/129/0/0/174	0/0	-/-/D/-/-/A	24.3/29.3/19.3/1 9.3/25	4.3/4.3/4.3/4.3
Dark Bone Staff +7	0/137/0/0/185	0/0	-/-/D/-/-/A	24.3/29.3/19.3/1 9.3/25	4.3/4.3/4.3/4.3
Dark Bone Staff +8	0/145/0/0/196	0/0	-/-/D/-/-/A	24.3/29.3/19.3/1 9.3/25	4.3/4.3/4.3/4.3
Dark Bone Staff +9	0/153/0/0/207	0/0	-/-/D/-/-/A	24.3/29.3/19.3/1 9.3/25	4.3/4.3/4.3/4.3
Dark Bone Staff +10	0/161/0/0/218	0/0	-/-/C/-/-/S	24.3/29.3/19.3/1 9.3/25	4.3/4.3/4.3/4.3

Key

<p>Damage:</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"> • 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>
<p>Casting Speed:</p>	<p>The speed at which this catalyst will cast a spell.</p>

Counter Strength:	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
Poise Damage:	The ability of the weapon to break the poise of an enemy.
Durability:	The durability of the weapon. If durability hits zero, the weapon has to be repaired at a blacksmith.
Weight:	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.
Stats Needed:	<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>
Stat Bonuses:	<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>
Aux Effect:	<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

Aux Effect Reduction:	<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
Damage Reduction:	<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:	<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>