

Caitha's Chime

In-Game Description

Sacred chime blessed by Caitha, goddess of tears.

*Hex-dedicated catalyst.
Cannot be used to cast miracles.*

Caitha, the goddess of tears, is known as a compassionate being that is with us in times of tragedy, but some believe that she is a demoness that guides us toward misfortune.

Availability

- Drangleic Castle treasure. After the Dragonriders fight, rest at the bonfire. Head towards the King's Passage door. Climb the ladder and drop into the room with the seven Stone Soldiers. Kill at least one of the Stone Soldiers near the Golem statue to unlock the exit. As you enter the next room, there are two chests. The chime is in the left hand chest.
- Astrologist drop.

General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Casting Speed	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight
	0/0/0/0 /125 (Spell/ Strike)	0/0	100	5	145	-/ /18/22 -/-/-/-/ /A	25/20/ 20/30/ 30	5/5/5/5	5	30	0.5

Notes

- Cannot be used to cast miracles.
- When fully upgraded, Caitha's Chime appears to be tied with a fully upgraded Chime of Want for highest dark damage and dark damage scaling. However, the "S" scaling is not equal, and the Chime of Want gives a larger bonus to dark damage than Caitha's Chime. Caitha's Chime is therefore only second in raw damage when casting hexes, but does have the highest cast speed available to chimes making it potentially better than the Chime of Want for some builds.

Upgrades

Basic

Standard upgrade path.

Requires Titanite.

Name	Damage	Stat Bonuses	Materials Cost	Souls Cost
Caitha's Chime +0	0/0/0/0/125	-/-/-/-/A	N/A	N/A
Caitha's Chime +1	0/0/0/0/137	-/-/-/-/A	1x Titanite Shard	500
Caitha's Chime +2	0/0/0/0/150	-/-/-/-/A	2x Titanite Shard	630
Caitha's Chime +3	0/0/0/0/162	-/-/-/-/A	3x Titanite Shard	750
Caitha's Chime +4	0/0/0/0/175	-/-/-/-/A	1x Large Titanite Shard	1000
Caitha's Chime +5	0/0/0/0/187	-/-/-/-/A	2x Large Titanite Shard	1130
Caitha's Chime +6	0/0/0/0/200	-/-/-/-/A	3x Large Titanite Shard	1250
Caitha's Chime +7	0/0/0/0/212	-/-/-/-/A	1x Titanite Chunk	1500
Caitha's Chime +8	0/0/0/0/225	-/-/-/-/A	2x Titanite Chunk	1630
Caitha's Chime +9	0/0/0/0/237	-/-/-/-/A	3x Titanite Chunk	1750
Caitha's Chime +10	0/0/0/0/250	-/-/-/-/S	1x Titanite Slab	2000

Infusions

Lightning

- Requires Boltstone and 2000 souls

Name	Damage	Stat Bonuses
Lightning Caitha's Chime +0	0/0/0/18/106	-/-/-/-/A
Lightning Caitha's Chime +1	0/0/0/20/116	-/-/-/-/A
Lightning Caitha's Chime +2	0/0/0/22/127	-/-/-/-/A
Lightning Caitha's Chime +3	0/0/0/24/138	-/-/-/-/A
Lightning Caitha's Chime +4	0/0/0/26/148	-/-/-/-/A
Lightning Caitha's Chime +5	0/0/0/28/159	-/-/-/-/A
Lightning Caitha's Chime +6	0/0/0/29/170	-/-/-/-/A
Lightning Caitha's Chime +7	0/0/0/31/180	-/-/-/-/A
Lightning Caitha's Chime +8	0/0/0/33/191	-/-/-/-/A
Lightning Caitha's Chime +9	0/0/0/35/201	-/-/-/-/A
Lightning Caitha's Chime +10	0/0/0/37/212	-/-/-/-/S

Dark

- Requires Darknight Stone and 2000 souls

Name	Damage	Stat Bonuses
Dark Caitha's Chime +0	0/0/0/0/143	-/-/-/-/A
Dark Caitha's Chime +1	0/0/0/0/158	-/-/-/-/A
Dark Caitha's Chime +2	0/0/0/0/172	-/-/-/-/A
Dark Caitha's Chime +3	0/0/0/0/186	-/-/-/-/A
Dark Caitha's Chime +4	0/0/0/0/201	-/-/-/-/A
Dark Caitha's Chime +5	0/0/0/0/215	-/-/-/-/A
Dark Caitha's Chime +6	0/0/0/0/230	-/-/-/-/A
Dark Caitha's Chime +7	0/0/0/0/244	-/-/-/-/A
Dark Caitha's Chime +8	0/0/0/0/258	-/-/-/-/A
Dark Caitha's Chime +9	0/0/0/0/273	-/-/-/-/A
Dark Caitha's Chime +10	0/0/0/0/287	-/-/-/-/S

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. 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

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.

Revision #1

Created 17 December 2024 08:17:05 by jade

Updated 17 December 2024 08:17:05 by jade