

Chime of Want

In-Game Description

Sacred chime created from the soul of Nashandra.

The old one of the Abyss was reborn in death, split into miniscule fragments, and spread across the land.

After taking their shapes, they courted monarchs of considerable power, which they desired to make their own.

Availability

Trade Soul of Nashandra and 10,000 souls with Weaponsmith Ornifex.

General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Casting Speed	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight
	0/0/0/100/100 (Spell/Strike)	0/0	100	5	130	-/- /15/40 -/-/- /A/S	25/20/ 20/30/ 20	5/5/5/5	5	30	0.5

Notes

- When fully upgraded, the Chime of Want appears to be tied with a fully upgraded Caitha's Chime 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. The Chime of Want therefore has the highest raw dark damage of any of the chimes.
- At 40/40 int/faith with both fully upgraded and infused with dark, Chime of Want has 32 more Dark Bonus. However Caitha's Chime has a casting speed of 145 compared to Chime of Want with only 130.

Upgrades

FoldUnfold Upgrades Basic Lightning Dark

Basic

Boss upgrade path.

Requires Petrified Dragon Bone.

Name	Damage	Stat Bonuses	Petrified Dragon Bone	Souls Cost
Chime of Want +0	0/0/0/100/100	-/-/-/A/S	N/A	N/A
Chime of Want +1	0/0/0/122/130	-/-/-/A/S	1	1,450
Chime of Want +2	0/0/0/144/160	-/-/-/A/S	2	1,810
Chime of Want +3	0/0/0/166/190	-/-/-/A/S	3	2,170
Chime of Want +4	0/0/0/188/220	-/-/-/A/S	4	2,890
Chime of Want +5	0/0/0/210/250	-/-/-/A/S	5	3,250

Infusions

Lightning

Requires:

- Boltstone
- 2,000 souls

Name	Damage	Stat Bonuses
Lightning Chime of Want +0	0/0/0/115/85	-/-/-/A/S

Lightning Chime of Want +1	0/0/0/140/110	-/-/-/A/S
Lightning Chime of Want +2	0/0/0/165/136	-/-/-/A/S
Lightning Chime of Want +3	0/0/0/190/161	-/-/-/A/S
Lightning Chime of Want +4	0/0/0/216/186	-/-/-/A/S
Lightning Chime of Want +5	0/0/0/241/212	-/-/-/A/S

Dark

Requires

- Darknight Stone
- 2,000 souls

Name	Damage	Stat Bonuses
Dark Chime of Want +0	0/0/0/85/115	-/-/-/A/S
Dark Chime of Want +1	0/0/0/103/149	-/-/-/A/S
Dark Chime of Want +2	0/0/0/122/183	-/-/-/A/S
Dark Chime of Want +3	0/0/0/141/218	-/-/-/A/S
Dark Chime of Want +4	0/0/0/159/253	-/-/-/A/S
Dark Chime of Want +5	0/0/0/178/287	-/-/-/A/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:	The speed at which this catalyst will cast a spell.

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

<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
<p>Stability:</p>	<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>

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