

# 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	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
	0/0/0/100/100  (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

Fold
Unfold
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

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

<b>Counter Strength:</b>	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
<b>Poise Damage:</b>	The ability of the weapon to break the poise of an enemy.
<b>Durability:</b>	The durability of the weapon. If durability hits zero, the weapon has to be repaired at a blacksmith.
<b>Weight:</b>	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.
<b>Stats Needed:</b>	<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"> <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, 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. (<math>19 \times 1.5 = 28.5</math>)</p>
<b>Stat Bonuses:</b>	<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>
<b>Aux Effect:</b>	<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>

<b>Aux Effect Reduction:</b>	<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>
<b>Damage Reduction:</b>	<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>	<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>