

# Disc Chime

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## In-Game Description

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*A rare sacred chime of unknown origin.  
Can be used as a shield.*

*This chime, likely brought here by a visiting saint,  
slightly augments the effects of miracles.  
Use strong attack to emit miracles and hexes.*

*Effect: use miracles and hexes (strong attack)*

## Availability

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Grave of Saints treasure.

After the Royal Rat Vanguard boss fight, past the the Rat King, drop down using the sticking-out coffins to a stone bridge. You'll spot the treasure at the edge of the room, to the left of a chest. A running jump will get you there.

You can also get this on the way to the The Gutter from The Pit. After making your way all the way to lowest archway, you will encounter a room with a bridge. Across the bridge is a chest with the Ash knuckle Ring.

You can jump from the side with the chest to the ledge with the Chime. It is a tricky jump, but so is the one from Grave of Saints (and you need not kill any bosses). Beware that when you fall in the area below the bridge you will be ambushed by exploding Undead Citizens. Take a swig off your estus flask the second your feet hit the ground and be ready for them to come at you from both tunnels.

Technically, this item seems to be in The Pit, since you never receive the "Grave of Saints" area transition message when entering this area from The Pit. However, The Pit isn't even an official "level" so, maybe this is still technically Majula?

## General Information

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Image	Damage	Aux Effects	Counter Strength	Poise Damage	Casting Speed	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight
	0/0/0/90/90  (Spell/Strike)	0/0	110	15	100	-/-/-/18  -/-/-/B/E	80/40/35/85/65	20/20/20/20	50	40	2.0

## Notes

- Can be used to block like a shield. Using the strong attack casts hexes and miracles.
- Boost miracle power by 3% while wielded.
- Unlike actual shields, upgrading the Disc Chime does not improve its resistances. Infusions, however, do alter them slightly.
- Seems to use much more stamina to cast than other chimes, possibly as a result of it being a "strong attack".

## Upgrades

### Basic

Standard upgrade path.  
Requires Titanite.

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls Cost
Disc Chime +0	0/0/0/90/90	0/0	-/-/-/B/E	-	-
Disc Chime +1	0/0/0/99/99	0/0	-/-/-/B/E	1x Titanite Shard	680
Disc Chime +2	0/0/0/108/108	0/0	-/-/-/B/E	2x Titanite Shard	850
Disc Chime +3	0/0/0/117/117	0/0	-/-/-/B/E	3x Titanite Shard	1,020
Disc Chime +4	0/0/0/126/126	0/0	-/-/-/B/E	1x Large Titanite Shard	1,350
Disc Chime +5	0/0/0/135/135	0/0	-/-/-/B/E	2x Large Titanite Shard	1,520
Disc Chime +6	0/0/0/144/144	0/0	-/-/-/B/E	3x Large Titanite Shard	1,690

Disc Chime +7	0/0/0/153/153	0/0	-/-/-/B/E	1x Titanite Chunk	2,030
Disc Chime +8	0/0/0/162/162	0/0	-/-/-/B/E	2x Titanite Chunk	2,200
Disc Chime +9	0/0/0/171/171	0/0	-/-/-/B/E	3x Titanite Chunk	2,370
Disc Chime +10	0/0/0/180/180	0/0	-/-/-/A/E	1x Titanite Slab	2,700

# Infusions

## Lightning

Lightning infusion.

Requires

- Boltstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Disc Chime +0	0/0/0/103/76	0/0	-/-/-/B/E	79.3/39.3/34.3/90/64.3	19.3/19.3/19.3/19.3
Lightning Disc Chime +1	0/0/0/113/84	0/0	-/-/-/B/E	79.3/39.3/34.3/90/64.3	19.3/19.3/19.3/19.3
Lightning Disc Chime +2	0/0/0/124/91	0/0	-/-/-/B/E	79.3/39.3/34.3/90/64.3	19.3/19.3/19.3/19.3
Lightning Disc Chime +3	0/0/0/134/99	0/0	-/-/-/B/E	79.3/39.3/34.3/90/64.3	19.3/19.3/19.3/19.3
Lightning Disc Chime +4	0/0/0/144/107	0/0	-/-/-/B/E	79.3/39.3/34.3/90/64.3	19.3/19.3/19.3/19.3
Lightning Disc Chime +5	0/0/0/155/114	0/0	-/-/-/B/E	79.3/39.3/34.3/90/64.3	19.3/19.3/19.3/19.3
Lightning Disc Chime +6	0/0/0/165/122	0/0	-/-/-/B/E	79.3/39.3/34.3/90/64.3	19.3/19.3/19.3/19.3
Lightning Disc Chime +7	0/0/0/175/130	0/0	-/-/-/B/E	79.3/39.3/34.3/90/64.3	19.3/19.3/19.3/19.3
Lightning Disc Chime +8	0/0/0/186/137	0/0	-/-/-/B/E	79.3/39.3/34.3/90/64.3	19.3/19.3/19.3/19.3
Lightning Disc Chime +9	0/0/0/196/145	0/0	-/-/-/B/E	79.3/39.3/34.3/90/64.3	19.3/19.3/19.3/19.3
Lightning Disc Chime +10	0/0/0/207/153	0/0	-/-/-/A/E	79.3/39.3/34.3/90/64.3	19.3/19.3/19.3/19.3

# Dark

Dark infusion.

Requires

- Darknight Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Disc Chime +0	0/0/0/76/103	0/0	-/-/-/B/E	79.3/39.3/34.3/8 4.3/70	19.3/19.3/19.3/1 9.3
Dark Disc Chime +1	0/0/0/84/113	0/0	-/-/-/A/E	79.3/39.3/34.3/8 4.3/70	19.3/19.3/19.3/1 9.3
Dark Disc Chime +2	0/0/0/91/124	0/0	-/-/-/A/E	79.3/39.3/34.3/8 4.3/70	19.3/19.3/19.3/1 9.3
Dark Disc Chime +3	0/0/0/99/134	0/0	-/-/-/A/E	79.3/39.3/34.3/8 4.3/70	19.3/19.3/19.3/1 9.3
Dark Disc Chime +4	0/0/0/107/144	0/0	-/-/-/A/E	79.3/39.3/34.3/8 4.3/70	19.3/19.3/19.3/1 9.3
Dark Disc Chime +5	0/0/0/114/155	0/0	-/-/-/A/E	79.3/39.3/34.3/8 4.3/70	19.3/19.3/19.3/1 9.3
Dark Disc Chime +6	0/0/0/122/165	0/0	-/-/-/A/E	79.3/39.3/34.3/8 4.3/70	19.3/19.3/19.3/1 9.3
Dark Disc Chime +7	0/0/0/130/175	0/0	-/-/-/A/E	79.3/39.3/34.3/8 4.3/70	19.3/19.3/19.3/1 9.3
Dark Disc Chime +8	0/0/0/137/186	0/0	-/-/-/A/E	79.3/39.3/34.3/8 4.3/70	19.3/19.3/19.3/1 9.3
Dark Disc Chime +9	0/0/0/145/196	0/0	-/-/-/A/E	79.3/39.3/34.3/8 4.3/70	19.3/19.3/19.3/1 9.3
Dark Disc Chime +10	0/0/0/153/207	0/0	-/-/-/A/E	79.3/39.3/34.3/8 4.3/70	19.3/19.3/19.3/1 9.3

# 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 damage types. See Weakness for physical reduction, Resistance for elemental reduction.</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>Counter Strength:</b></p>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<p><b>Poise Damage:</b></p>	<p>The ability of the weapon to break the poise of an enemy.</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. The stats required for a weapon 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 100% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 14 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. (14 x 2 = 28)</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>See Scaling for more information.</p> <p>The Bonus Stats for a weapon are A/B/C/D/E/F:</p> <ul style="list-style-type: none"> <li>• A is the Strength stat bonus that influences the physical attack of the weapon.</li> <li>• B is the Dexterity stat bonus that influences the physical attack of the weapon.</li> <li>• C is the Intelligence stat bonus that influences the Magical attack of the weapon.</li> <li>• D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon.</li> <li>• E is the Faith stat bonus that influences the Lightning attack of the weapon.</li> <li>• F is the Intelligence or Faith stat bonus that influence the Dark attack of the weapon(The lower of the two stats is chosen as the bonus stat).</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>
<p><b>Aux Effect Reduction:</b></p>	<p>The Aux Effect Reduction % of the weapon. It dictates how much of the 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 Petrification Effect</li> <li>• D is Curse Effect</li> </ul>
<p><b>Stability:</b></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>
<p><b>Durability:</b></p>	<p>The durability of the weapon.</p>
<p><b>Weight:</b></p>	<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>

**Enchantable? Items/Spells:**

Determines whether or not the weapon can receive a temporary damage buff by items and/or spells. Note that if you decided to infuse the weapon it cannot be enchanted by items.

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