

# Dragon Chime


## In-Game Description

*A sacred chime shaped as a dragon.  
A catalyst for miracles and hexes.*

*This chime sat long in the Dark Chasm,  
but still one senses a sublime purity.  
Only those with the deepest faith can  
wield this chime, but they will be rewarded  
with greatly amplified spells.*

## Availability

- Given to you by Darkdiver Grandahl after reaching Rank 3 in the Pilgrims of Dark covenant.
- Darkdiver Grandahl drop.

## 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
	0/0/0/166/166  (Spell/ Strike)	0/0	100	5	145	-/-/-/50  -/-/-/ S/B	25/20/ 20/30/ 20	5/5/5/5	5	30	1.0

## Notes

- The Dragon Chime has the highest Lightning damage and cast speed of all of the chimes, making it the undisputed best chime for casting miracles.

# Upgrades

## Basic

Special upgrade path.  
Requires Twinkling Titanite.

Name	Damage	Stat Bonuses	Twinkling Titanite	Souls
Dragon Chime +0	0/0/0/166/166	-/-/-/S/B	N/A	N/A
Dragon Chime +1	0/0/0/182/172	-/-/-/S/B	1	1090
Dragon Chime +2	0/0/0/199/179	-/-/-/S/B	2	1370
Dragon Chime +3	0/0/0/216/186	-/-/-/S/B	3	1640
Dragon Chime +4	0/0/0/233/193	-/-/-/S/B	4	2180
Dragon Chime +5	0/0/0/250/200	-/-/-/S/B	5	2450

# Infusions

## Lightning

Requires Boltstone and 2000 souls

Name	Damage	Stat Bonuses
Lightning Dragon Chime +0	0/0/0/190/141	-/-/-/S/B
Lightning Dragon Chime +1	0/0/0/210/146	-/-/-/S/B
Lightning Dragon Chime +2	0/0/0/229/152	-/-/-/S/B
Lightning Dragon Chime +3	0/0/0/248/158	-/-/-/S/B
Lightning Dragon Chime +4	0/0/0/268/164	-/-/-/S/B
Lightning Dragon Chime +5	0/0/0/287/170	-/-/-/S/B

## Dark

- Requires Darknight Stone and 2000 souls

Name	Damage	Stat Bonuses
Dark Dragon Chime +0	0/0/0/141/190	-/-/-/S/B
Dark Dragon Chime +1	0/0/0/155/198	-/-/-/S/B
Dark Dragon Chime +2	0/0/0/169/206	-/-/-/S/B
Dark Dragon Chime +3	0/0/0/183/214	-/-/-/S/B
Dark Dragon Chime +4	0/0/0/198/222	-/-/-/S/B
Dark Dragon Chime +5	0/0/0/212/230	-/-/-/S/B

# Key

<b>Damage:</b>	<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>
<b>Casting Speed:</b>	The speed at which this catalyst will cast a spell.
<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>	<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><b>Stats Needed:</b></p>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>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,</p> <p>while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>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>
<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><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>Aux Effect Reduction:</b></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"> <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>
<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>

<b>Stability:</b>	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.
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