

# Idol's Chime


## In-Game Description

*Sacred chime of Licia of Lindelt.  
a catalyst for miracles and hexes.*

*In any town there will be a few folk with  
unusual urges. They either endeavor to resist  
these urges, or act upon them out of the view  
of others. The world is not so welcoming they  
may bare their souls true.*

## Availability

- Given by Licia of Lindeldt after talking to her with at least 30 Faith.
- Licia of Lindeldt drop after invading her with the Crushed Eye Orb.

## 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
	0/0/0/1 50/150  (Spell/ Strike)	0/0	100	5	105	-/-/-/25  -/-/-/ /D/A	25/20/ 20/30/ 20	5/5/5/5	5	30	0.5

## Upgrades

# Basic

Special upgrade path.  
Requires Twinkling Titanite.

Name	Damage	Stat Bonuses	Twinkling Titanite	Souls Cost
Idol's Chime +0	0/0/0/150/150	-/-/-/D/A		N/A
Idol's Chime +1	0/0/0/164/165	-/-/-/D/A	1	1420
Idol's Chime +2	0/0/0/178/180	-/-/-/D/A	2	1770
Idol's Chime +3	0/0/0/192/195	-/-/-/D/A	3	2120
Idol's Chime +4	0/0/0/206/210	-/-/-/D/A	4	2830
Idol's Chime +5	0/0/0/220/225	-/-/-/D/A	5	3180

# Infusions

## Lightning

Requires

- Boltstone
- 2000 souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Idol's Chime +0	0/0/0/172/127	-/-/-/D/A	24.3/19.3/35.0/19.3	4.3/4.3/4.3/4.3
Lightning Idol's Chime +1	0/0/0/189/139	-/-/-/D/A		
Lightning Idol's Chime +2	0/0/0/207/151	-/-/-/D/A		
Lightning Idol's Chime +3	0/0/0/224/163	-/-/-/D/A		
Lightning Idol's Chime +4	0/0/0/241/176	-/-/-/D/A		
Lightning Idol's Chime +5	0/0/0/258/186	-/-/-/D/A		

# Dark

Requires

- Darknight Stone
- 2000 souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Idol's Chime +0	0/0/0/127/172	-/-/-/D/A	24.3/19.3/19.3/29.3	4.3/4.3/4.3/4.3
Dark Idol's Chime +1	0/0/0/139/189	-/-/-/D/A		
Dark Idol's Chime +2	0/0/0/151/207	-/-/-/D/A		
Dark Idol's Chime +3	0/0/0/163/224	-/-/-/D/A		
Dark Idol's Chime +4	0/0/0/176/241	-/-/-/D/A		
Dark Idol's Chime +5	0/0/0/186/258	-/-/-/D/A		

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>	<p>The speed at which this catalyst will cast a spell.</p>
<b>Counter Strength:</b>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<b>Poise Damage:</b>	<p>The ability of the weapon to break the poise of an enemy.</p>
<b>Durability:</b>	<p>The durability of the weapon. If durability hits zero, the weapon has to be repaired at a blacksmith.</p>

<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>
<b>Stats Needed:</b>	<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, 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>
<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.</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>
<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>

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