

# Lizard Staff


## In-Game Description

*Staff used by hollowed Drangleic sorcerers.  
A catalyst for sorceries and hexes.*

*The lizard affixed to its tip is a simple charm  
and has no bearing to the staff's powers.*

## Availability

Necromancer 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
	0/110/ 0/0/40  (Spell/ Strike)	0/0	100	10	120	-/-/18/-  -/-/A/-/- /C	25/30/ 20/20/ 20	5/5/5/5	15	30	2.0

## Upgrades

### Basic

Standard upgrade path.  
Requires Titanite.

Name	Damage	Stat Bonuses	Materials Cost	Souls Cost
Lizard Staff +0	0/110/0/0/40	-/-/A/-/-/C	N/A	N/A
Lizard Staff +1	0/121/0/0/56	-/-/A/-/-/C	1x Titanite Shard	500
Lizard Staff +2	0/132/0/0/72	-/-/A/-/-/C	2x Titanite Shard	630
Lizard Staff +3	0/143/0/0/88	-/-/A/-/-/C	3x Titanite Shard	750
Lizard Staff +4	0/154/0/0/104	-/-/A/-/-/C	1x Large Titanite Shard	1000
Lizard Staff +5	0/165/0/0/120	-/-/A/-/-/C	2x Large Titanite Shard	1130
Lizard Staff +6	0/176/0/0/136	-/-/A/-/-/C	3x Large Titanite Shard	1250
Lizard Staff +7	0/187/0/0/152	-/-/A/-/-/C	1x Titanite Chunk	1500
Lizard Staff +8	0/198/0/0/168	-/-/A/-/-/C	2x Titanite Chunk	1630
Lizard Staff +9	0/209/0/0/184	-/-/A/-/-/C	3x Titanite Chunk	1750
Lizard Staff +10	0/220/0/0/200	-/-/S/-/-/B	1x Titanite Slab	2000

# Infusions

## Magic

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Stat Bonuses
Magic Lizard Staff +0	0/126/0/0/34	-/-/A/-/-/C
Magic Lizard Staff +1	0/139/0/0/47	-/-/A/-/-/C
Magic Lizard Staff +2	0/151/0/0/61	-/-/A/-/-/C
Magic Lizard Staff +3	0/164/0/0/74	-/-/A/-/-/C
Magic Lizard Staff +4	0/177/0/0/88	-/-/A/-/-/C
Magic Lizard Staff +5	0/189/0/0/101	-/-/A/-/-/C

Magic Lizard Staff +6	0/202/0/0/115	-/-/A/-/-/C
Magic Lizard Staff +7	0/215/0/0/129	-/-/A/-/-/C
Magic Lizard Staff +8	0/227/0/0/142	-/-/A/-/-/C
Magic Lizard Staff +9	0/240/0/0/156	-/-/A/-/-/C
Magic Lizard Staff +10	0/253/0/0/170	-/-/S/-/-/B

## Dark

### Requires

- Darknight Stone
- 2,000 souls

Name	Damage	Stat Bonuses
Dark Lizard Staff +0	0/93/0/0/46	-/-/A/-/-/C
Dark Lizard Staff +1	0/102/0/0/64	-/-/A/-/-/C
Dark Lizard Staff +2	0/112/0/0/82	-/-/A/-/-/C
Dark Lizard Staff +3	0/121/0/0/101	-/-/A/-/-/C
Dark Lizard Staff +4	0/130/0/0/119	-/-/A/-/-/C
Dark Lizard Staff +5	0/140/0/0/138	-/-/A/-/-/C
Dark Lizard Staff +6	0/149/0/0/156	-/-/A/-/-/C
Dark Lizard Staff +7	0/158/0/0/174	-/-/A/-/-/C
Dark Lizard Staff +8	0/168/0/0/193	-/-/A/-/-/C
Dark Lizard Staff +9	0/177/0/0/211	-/-/A/-/-/C
Dark Lizard Staff +10	0/186/0/0/230	-/-/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>
<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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