

# Olenford's Staff


## In-Game Description

*Staff of Olenford the sorcerer.  
A catalyst for sorceries and hexes.*

*Olenford, revered as the father of sorcery in Melfia, sought knowledge that surpassed mankind's ken, and so ventured into the Undead Crypt, and did away with his humanity.*

*Some hold the theory that Melfian sorceries and pyromancies originated within the boundaries of Drangleic, in ages past.*

## Availability

Undead Crypt treasure, behind the Pharros contraption in the room with the bell-ringing hollows.

## General Information

It appears similar to Logan's Catalyst from the first game, but coated in Dark.

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
	0/140/ 0/0/14 0  (Spell/ Strike)	0/0	100	10	120	-/-/40/-  -/-/B/-/- /A	25/30/ 20/20/ 20	5/5/5/5	15	30	2.0

# Upgrades

## Basic

Standard upgrade path.  
Requires Twinkling Titanite.

Name	Damage	Stat Bonuses	Materials Cost	Souls Cost
Olenford's Staff +0	0/140/0/0/140	-/-/B/-/-/A	-	-
Olenford's Staff +1	0/154/0/0/162	-/-/B/-/-/A	1x Twinkling Titanite	1,420
Olenford's Staff +2	0/168/0/0/184	-/-/B/-/-/A	2x Twinkling Titanite	1,770
Olenford's Staff +3	0/182/0/0/206	-/-/B/-/-/A	3x Twinkling Titanite	2,120
Olenford's Staff +4	0/196/0/0/228	-/-/B/-/-/A	4x Twinkling Titanite	2,830
Olenford's Staff +5	0/210/0/0/250	-/-/B/-/-/A	5x Twinkling Titanite	3,180

## Magic

Requires Faintstone and 2000 souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Olenford's Staff +0	0/161/0/0/118	-/-/B/-/-/A	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3
Magic Olenford's Staff +1	0/186/0/0/130	-/-/B/-/-/A	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3
Magic Olenford's Staff +2	0/211/0/0/142	-/-/B/-/-/A	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3
Magic Olenford's Staff +3	0/236/0/0/154	-/-/B/-/-/A	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3
Magic Olenford's Staff +4	0/262/0/0/166	-/-/B/-/-/A	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3
Magic Olenford's Staff +5	0/287/0/0/178	-/-/B/-/-/A	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3

## Dark

Requires Darknight Stone and 2000 souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Olenford's Staff +0	0/118/0/0/161	-/-/B/-/-/A	24.3/29.3/19.3/19.3/25	4.3/4.3/4.3/4.3
Dark Olenford's Staff +1	0/130/0/0/186	-/-/B/-/-/A	24.3/29.3/19.3/19.3/25	4.3/4.3/4.3/4.3
Dark Olenford's Staff +2	0/142/0/0/211	-/-/B/-/-/A	24.3/29.3/19.3/19.3/25	4.3/4.3/4.3/4.3
Dark Olenford's Staff +3	0/154/0/0/236	-/-/B/-/-/A	24.3/29.3/19.3/19.3/25	4.3/4.3/4.3/4.3
Dark Olenford's Staff +4	0/166/0/0/262	-/-/B/-/-/A	24.3/29.3/19.3/19.3/25	4.3/4.3/4.3/4.3
Dark Olenford's Staff +5	0/178/0/0/287	-/-/B/-/-/A	24.3/29.3/19.3/19.3/25	4.3/4.3/4.3/4.3

# 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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