

Priest's Chime

In-Game Description

*Sacred chime granted to high-ranking clerics.
A catalyst for miracles and hexes.*

*Drangleic was the home of many clerics,
but King Vendrick held a lukewarm opinion of
their powers, and kept them only as attendants
to ceremony. In this sense, Drangleic was
not the place for a cleric with any ambition.*

Availability

- Sold by Titchy Gren for 4,000 souls.
- Lost Bastille treasure. Take the ladder down beneath the Servants' Quarter bonfire. The chime is in a chest here. Be careful of the Stray Dog waiting in ambush. (In SotFS, The Pursuer will be here instead.)
- A Priest's Chime +8 can be found in Frozen Eleum Loyce from a descending stairwell in the area with the balliastae. Accessible only after speaking with Alsanna, Silent Oracle and removing the ice blockage.

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
	0/0/0/95/95 (Spell/ Strike)	0/0	100	5	120	-/-/-18 -/-/- /A/D	25/20/ 20/30/ 20	5/5/5/5	5	30	0.5

Upgrades

Basic

Standard upgrade path.
Requires Titanite.

Name	Damage	Stat Bonuses	Material Cost	Souls Cost
Priest's Chime +0	0/0/0/95/95	-/-/-/A/D	N/A	N/A
Priest's Chime +1	0/0/0/104/104	-/-/-/A/D	1x Titanite Shard	500
Priest's Chime +2	0/0/0/114/114	-/-/-/A/D	2x Titanite Shard	630
Priest's Chime +3	0/0/0/123/123	-/-/-/A/D	3x Titanite Shard	750
Priest's Chime +4	0/0/0/133/133	-/-/-/A/D	1x Large Titanite Shard	1000
Priest's Chime +5	0/0/0/142/142	-/-/-/A/D	2x Large Titanite Shard	1130
Priest's Chime +6	0/0/0/152/152	-/-/-/A/D	3x Large Titanite Shard	1250
Priest's Chime +7	0/0/0/161/161	-/-/-/A/D	1x Titanite Chunk	1500
Priest's Chime +8	0/0/0/171/171	-/-/-/A/D	2x Titanite Chunk	1630
Priest's Chime +9	0/0/0/180/180	-/-/-/A/D	3x Titanite Chunk	1750
Priest's Chime +10	0/0/0/190/190	-/-/-/S/C	1x Titanite Slab	2000

Lightning

Lightning infusion.
Requires

- Boltstone and 2,000 souls

Name	Damage	Stat Bonuses
Lightning Priest's Chime +0	0/0/0/109/80	-/-/-/A/D
Lightning Priest's Chime +1	0/0/0/120/88	-/-/-/A/D
Lightning Priest's Chime +2	0/0/0/131/96	-/-/-/A/D
Lightning Priest's Chime +3	0/0/0/142/104	-/-/-/A/D
Lightning Priest's Chime +4	0/0/0/152/113	-/-/-/A/D

Lightning Priest's Chime +5	0/0/0/163/121	-/-/-/A/D
Lightning Priest's Chime +6	0/0/0/174/129	-/-/-/A/D
Lightning Priest's Chime +7	0/0/0/185/137	-/-/-/A/D
Lightning Priest's Chime +8	0/0/0/196/145	-/-/-/A/D
Lightning Priest's Chime +9	0/0/0/207/153	-/-/-/A/D
Lightning Priest's Chime +10	0/0/0/218/161	-/-/-/S/C

Dark

Dark infusion.
Requires

- Darknight Stone and 2,000 souls

Name	Damage	Stat Bonuses
Dark Priest's Chime +0	0/0/0/80/109	-/-/-/A/D
Dark Priest's Chime +1	0/0/0/88/120	-/-/-/A/D
Dark Priest's Chime +2	0/0/0/96/131	-/-/-/A/D
Dark Priest's Chime +3	0/0/0/104/142	-/-/-/A/D
Dark Priest's Chime +4	0/0/0/113/152	-/-/-/A/D
Dark Priest's Chime +5	0/0/0/121/163	-/-/-/A/D
Dark Priest's Chime +6	0/0/0/129/174	-/-/-/A/D
Dark Priest's Chime +7	0/0/0/137/185	-/-/-/A/D
Dark Priest's Chime +8	0/0/0/145/196	-/-/-/A/D
Dark Priest's Chime +9	0/0/0/153/207	-/-/-/A/D
Dark Priest's Chime +10	0/0/0/161/218	-/-/-/S/C

Key

Damage:	<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"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> • Striking • Slashing • Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p>
Casting Speed:	The speed at which this catalyst will cast a spell.
Counter Strength:	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
Poise Damage:	The ability of the weapon to break the poise of an enemy.
Durability:	The durability of the weapon. If durability hits zero, the weapon has to be repaired at a blacksmith.
Weight:	<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>
Stats Needed:	<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"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D is the Faith required <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. ($19 \times 1.5 = 28.5$)</p>

Stat Bonuses:	<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>
Aux Effect:	<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"> • A is Poison Effect • B is Bleed Effect
Aux Effect Reduction:	<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"> • A is Poison Effect • B is Bleed Effect • C is Petrify Effect • D is Curse Effect
Damage Reduction:	<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"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage
Stability:	<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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