

Retainer Staff

In-Game Description

Staff wielded by the retainers in the cathedral city.

Long ago, the retainers attended to the priestesses, but with them gone, the retainers were left to wander frigid Eleum Loyce without purpose.

Availability

- Retainer drop.
- Frozen Eleum Loyce treasure. On one of a group of three corpses behind some ice, before the area with the fountain.

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
	0/230/ 0/0/23 0 (Spell/ Strike)	0/0	100	15	80	-/-/18/- -/-/-/-/- /-	25/30/ 20/20/ 20	5/5/5/5	20	50	2.5

Upgrades

Basic

Standard upgrade path.
Requires Titanite.

Name	Damage	Stat Bonuses	Materials Cost	Souls
Retainer Staff +0	0/230/0/0/230	-/-/-/-/-	-	-
Retainer Staff +1	0/237/0/0/237	-/-/-/-/-	1x Titanite Shard	680
Retainer Staff +2	0/244/0/0/244	-/-/-/-/-	2x Titanite Shard	850
Retainer Staff +3	0/251/0/0/251	-/-/-/-/-	3x Titanite Shard	1,020
Retainer Staff +4	0/258/0/0/258	-/-/-/-/-	1x Large Titanite Shard	1,350
Retainer Staff +5	0/265/0/0/265	-/-/-/-/-	2x Large Titanite Shard	1,520
Retainer Staff +6	0/272/0/0/272	-/-/-/-/-	3x Large Titanite Shard	1,690
Retainer Staff +7	0/279/0/0/279	-/-/-/-/-	1x Titanite Chunk	2,030
Retainer Staff +8	0/286/0/0/286	-/-/-/-/-	2x Titanite Chunk	2,200
Retainer Staff +9	0/293/0/0/293	-/-/-/-/-	3x Titanite Chunk	2,370
Retainer Staff +10	0/300/0/0/300	-/-/-/-/-	1x Titanite Slab	2,700

Infusions

Magic

Requires Faintstone and 2,000 souls.

Name	Damage	Stat Bonuses
Magic Retainer Staff +0	0/260/0/0/153	-/-/-/-/-
Magic Retainer Staff +1	0/268/0/0/157	-/-/-/-/-
Magic Retainer Staff +2	0/276/0/0/162	-/-/-/-/-
Magic Retainer Staff +3	0/284/0/0/167	-/-/-/-/-

Magic Retainer Staff +4	0/292/0/0/171	-/-/-/-/-
Magic Retainer Staff +5	0/300/0/0/176	-/-/-/-/-
Magic Retainer Staff +6	0/308/0/0/181	-/-/-/-/-
Magic Retainer Staff +7	0/316/0/0/185	-/-/-/-/-
Magic Retainer Staff +8	0/324/0/0/190	-/-/-/-/-
Magic Retainer Staff +9	0/332/0/0/195	-/-/-/-/-
Magic Retainer Staff +10	0/340/0/0/199	-/-/-/-/-

Dark

Requires Darknight Stone and 2,000 souls.

Name	Damage	Stat Bonuses
Dark Retainer Staff +0	0/153/0/0/260	-/-/-/-/-
Dark Retainer Staff +1	0/157/0/0/268	-/-/-/-/-
Dark Retainer Staff +2	0/162/0/0/276	-/-/-/-/-
Dark Retainer Staff +3	0/167/0/0/284	-/-/-/-/-
Dark Retainer Staff +4	0/171/0/0/292	-/-/-/-/-
Dark Retainer Staff +5	0/176/0/0/300	-/-/-/-/-
Dark Retainer Staff +6	0/181/0/0/308	-/-/-/-/-
Dark Retainer Staff +7	0/185/0/0/316	-/-/-/-/-
Dark Retainer Staff +8	0/190/0/0/324	-/-/-/-/-
Dark Retainer Staff +9	0/195/0/0/332	-/-/-/-/-
Dark Retainer Staff +10	0/199/0/0/340	-/-/-/-/-

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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