

Sacred Chimes

Icon	Name	Damage	Casting Speed	Durability	Weight	Stats Needed Stat Bonuses	Availability	Special Note
	Archdrake Chime	0/0/0/105/105	120	30	0.5	0/0/0/22 -/-/-/B/B	Sold by Felkin the Outcast.	-
	Black Witch's Staff	0/110/110/110/110	120	30	2.5	0/0/20/20 -/-/A/C/C/A	Leydia Witch drop.	Usable with sorceries, miracles, and hexes.
	Caitha's Chime	0/0/0/0/125	145	30	0.5	0/0/18/22 -/-/-/-/A	Drangleic Castle treasure. Astrologist drop.	Cannot cast miracles.
	Chime of Screams	0/0/0/158/158	25	30	0.5	0/0/0/26 -/-/-/B/B	Traded by Weaponsmith Ornifex for Soul of Nadalia, Bride of Ash.	Increases Faith, more the lower your Faith is. Slowest catalyst in the game. DLC item.
	Chime of Want	0/0/0/100/100	130	30	0.5	0/0/15/40 -/-/-/A/S	Traded by Weaponsmith Ornifex for Soul of Nashandra.	-
	Clerics's Sacred Chime	0/0/0/90/90	140	30	0.5	0/0/0/10 -/-/-/B/C	Starting weapon of the Cleric class. Majula treasure. Sold by Licia of Lindeldt.	-
	Disc Chime	0/0/0/90/90	100	40	2.0	0/0/0/18 -/-/-/B/E	Grave of Saints treasure.	A shield that can cast miracles and hexes. Increases miracle power by 3%.
	Dragon Chime	0/0/0/166/166	145	30	0.5	0/0/0/50 -/-/-/S/B	Darkdiver Grandahl drop/gift.	-
	Idol's Chime	0/0/0/150/150	105	30	0.5	0/0/0/25 -/-/-/D/A	Licia of Lindeldt drop/gift.	-

	Mace of the Insolent	55/0/0/30/30	100	60	4.0	15/10/0/10 D/C/-/-E/D	Undead Crypt treasure.	
	Priest's Chime	0/0/0/95/95	120	30	0.5	0/0/0/18 -/-/-/A/D	The Lost Bastille treasure.	-
	Protective Chime	0/0/0/110/110	140	30	1.0	0/0/0/25 -/-/-/C/C	Iron Keep treasure.	-
	Sanctum Shield	0/120/0/80/120	100	30	2.0	6/7/18/18 -/-/C/-/C/C	Dragon's Sanctum treasure.	A shield that can cast sorceries, miracles, and hexes. DLC item.
	Witchtree Bellvine	0/0/0/100/100	100	30	0.5	0/0/0/15 -/-/-/A/C	Majula pit treasure.	-

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.

<p>Weight:</p>	<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>
<p>Stats Needed:</p>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. 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, while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon. 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>
<p>Stat Bonuses:</p>	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat. This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p>
<p>Aux Effect:</p>	<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
<p>Aux Effect Reduction:</p>	<p>The Aux Effect Reduction % of the weapon. It dictates how much effect the weapon mitigates while blocking. 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:	The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking. The Damage Reduction % stats for weapons are A / B / C / D / E : <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:	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.

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