

# 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

<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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