

# Sorcerer's Staff


## In-Game Description

*The first staff of most sorcerers.  
A catalyst for sorceries and hexes.*

*To use sorceries, attune a sorcery  
at a bonfire and equip a staff.  
The strength of most sorceries is  
affected by the caster's intelligence.*

## Availability

- Starting item of the Sorcerer class.
- Sold by Carhillion of the Fold for 1,000 souls.
- Treasure in Forest of Fallen Giants. At the very base of the stairs in Mild Mannered Pate's Hollow Soldier ambush corridor, feel the right-hand wall for an illusory wall.

## 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
	0/112/ 0/0/11 2  (Spell/ Strike)	0/0	100	10	135	-/-/10/-  -/-/C/-/ /C	25/30/ 20/20/ 20	5/5/5/5	15	30	2.0

## Upgrades

# Basic

Standard upgrade path.  
Requires Titanite.

Name	Damage	Stat Bonuses	Materials Cost	Souls Cost
Sorcerer's Staff +0	0/112/0/0/112	-/-/C/-/-/C	-	-
Sorcerer's Staff +1	0/123/0/0/123	-/-/C/-/-/C	1x Titanite Shard	430
Sorcerer's Staff +2	0/134/0/0/134	-/-/C/-/-/C	2x Titanite Shard	540
Sorcerer's Staff +3	0/145/0/0/145	-/-/C/-/-/C	3x Titanite Shard	640
Sorcerer's Staff +4	0/157/0/0/157	-/-/C/-/-/C	1x Large Titanite Shard	850
Sorcerer's Staff +5	0/168/0/0/168	-/-/C/-/-/C	2x Large Titanite Shard	960
Sorcerer's Staff +6	0/179/0/0/179	-/-/C/-/-/C	3x Large Titanite Shard	1,070
Sorcerer's Staff +7	0/191/0/0/191	-/-/C/-/-/C	1x Titanite Chunk	1,280
Sorcerer's Staff +8	0/202/0/0/202	-/-/C/-/-/C	2x Titanite Chunk	1,390
Sorcerer's Staff +9	0/213/0/0/213	-/-/C/-/-/C	3x Titanite Chunk	1,490
Sorcerer's Staff +10	0/225/0/0/225	-/-/B/-/-/B	1x Titanite Slab	1,700

# Infusions

## Magic

Requires:

- Faintstone
- 2000 souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Sorcerer's Staff +0	0/128/0/0/95	-/-/C/-/-/C	24.3/35/19.3/19.3/19.3	4.3/4.3/4.3/4.3
Magic Sorcerer's Staff +1	0/141/0/0/104	-/-/C/-/-/C		

Magic Sorcerer's Staff +2	0/154/0/0/114	-/-/C/-/-/C
Magic Sorcerer's Staff +3	0/167/0/0/124	-/-/C/-/-/C
Magic Sorcerer's Staff +4	0/180/0/0/133	-/-/C/-/-/C
Magic Sorcerer's Staff +5	0/193/0/0/143	-/-/C/-/-/C
Magic Sorcerer's Staff +6	0/206/0/0/152	-/-/C/-/-/C
Magic Sorcerer's Staff +7	0/219/0/0/162	-/-/C/-/-/C
Magic Sorcerer's Staff +8	0/232/0/0/172	-/-/C/-/-/C
Magic Sorcerer's Staff +9	0/245/0/0/181	-/-/C/-/-/C
Magic Sorcerer's Staff +10	0/258/0/0/191	-/-/B/-/-/B

## Dark

Requires:

- Darknight Stone
- 2000 souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Sorcerer's Staff +0	0/95/0/0/128	-/-/C/-/-/C	24.3/29.3/19.3/19.3/25	4.3/4.3/4.3/4.3
Dark Sorcerer's Staff +1	0/104/0/0/141	-/-/C/-/-/C		
Dark Sorcerer's Staff +2	0/114/0/0/154	-/-/C/-/-/C		
Dark Sorcerer's Staff +3	0/124/0/0/167	-/-/C/-/-/C		
Dark Sorcerer's Staff +4	0/133/0/0/180	-/-/C/-/-/C		
Dark Sorcerer's Staff +5	0/143/0/0/193	-/-/C/-/-/C		

Dark Sorcerer's Staff +6	0/152/0/0/206	-/-/C/-/-/C
Dark Sorcerer's Staff +7	0/162/0/0/219	-/-/C/-/-/C
Dark Sorcerer's Staff +8	0/172/0/0/232	-/-/C/-/-/C
Dark Sorcerer's Staff +9	0/181/0/0/245	-/-/C/-/-/C
Dark Sorcerer's Staff +10	0/191/0/0/258	-/-/B/-/-/B

# 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</p> <p>over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>

<p><b>Stats Needed:</b></p>	<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,</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. (<math>19 \times 1.5 = 28.5</math>)</p>
<p><b>Stat Bonuses:</b></p>	<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>
<p><b>Aux Effect:</b></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"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> </ul>
<p><b>Aux Effect Reduction:</b></p>	<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>
<p><b>Damage Reduction:</b></p>	<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>	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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