

# Sorcerer's Staff

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## 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<br>ge                                      | Aux<br>Effect<br>s | Count<br>er<br>Stren<br>gth | Poise<br>Dama<br>ge | Castin<br>g<br>Speed | Stats<br>Neede<br>d<br>Stat<br>Bonus<br>es | Dama<br>ge<br>Reduc<br>tion | Aux<br>Effect<br>s<br>Reduc<br>tion | Stabili<br>ty | Durab<br>ility | Weigh<br>t |
|-------|---|--------------------|-----------------------------|---------------------|----------------------|--|-----------------------------|-------------------------------------|---------------|----------------|------------|
|       | 0/112/<br>0/0/11<br>2<br><br>(Spell/<br>Strike) | 0/0                | 100                         | 10                  | 135                  | -/-/10/-<br><br>-/-/C/-/<br>/C             | 25/30/<br>20/20/<br>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<br>+6  | 0/152/0/0/206 | -/-/C/-/-/C |
| Dark Sorcerer's Staff<br>+7  | 0/162/0/0/219 | -/-/C/-/-/C |
| Dark Sorcerer's Staff<br>+8  | 0/172/0/0/232 | -/-/C/-/-/C |
| Dark Sorcerer's Staff<br>+9  | 0/181/0/0/245 | -/-/C/-/-/C |
| Dark Sorcerer's Staff<br>+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>  |

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| <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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