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	Damage	Aux Effects	Counter Strength	Poise Damage	Casting Speed	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight
	0/112/0/0/112 (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		

Name	Damage	Stat Bonuses		
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

Damage:	The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E: • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage Each weapon has one or more physical damage types: • Striking • Slashing • Thrusting Certain enemies are weak or strong against different types of damage types.
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:	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.

Stats Needed:	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: • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D is the Faith required 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 x 1.5 = 28.5)
Stat Bonuses:	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).
Aux Effect:	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: • A is Poison Effect • B is Bleed Effect
Aux Effect Reduction:	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: • 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 : • 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.