

Staff of Amana

In-Game Description

*Staff held by a priestess of Amana.
A ritual staff that was not intended for use in battle, but nevertheless it functions as a catalyst for sorceries and hexes.*

The Demon was contained within the shrine by sacred rituals, but over time the tradition was lost, and the Demon set free. It gained knowledge, and learned to lure humans into its lair using song.

Effect: spell damage modifier while human

Availability

Dropped by Amana Shrine Maidens in Shrine of Amana. (rare)

General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Casting Speed	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight
	0/115/ 0/0/115 (Spell/Strike)	0/0	100	10	100	-/-/35/- -/-/5/-/- /C	25/30/ 20/20/ 20	5/5/5/5	15	45	3.0

Notes

- This staff has a negative scaling modifier with your hollowing. The more hollow you are, the lower its scaling (scaling can go below zero).
- At +10 un-infused, with 60 INT, AR is 694 whilst human, reducing by 62-63 per hollowing level, down to 69 AR at full hollowing.
- Stamina consumption is ~15% higher than Sorcerer's Staff.

Upgrades

Basic

Standard upgrade path.

Requires Titanite.

Name	Damage	Stat Bonuses	Materials Cost	Souls
Staff of Amana +0	0/115/0/0/115	-I- I -I- I -C	N/A	N/A
Staff of Amana +1	0/126/0/0/126	-I- I -I- I -C	1x Titanite Shard	680
Staff of Amana +2	0/138/0/0/138	-I- I -I- I -C	2x Titanite Shard	850
Staff of Amana +3	0/149/0/0/149	-I- I -I- I -C	3x Titanite Shard	1020
Staff of Amana +4	0/161/0/0/161	-I- I -I- I -C	1x Large Titanite Shard	1350
Staff of Amana +5	0/172/0/0/172	-I- I -I- I -C	2x Large Titanite Shard	1520
Staff of Amana +6	0/184/0/0/184	-I- I -I- I -C	3x Large Titanite Shard	1690
Staff of Amana +7	0/195/0/0/195	-I- I -I- I -C	1x Titanite Chunk	2030
Staff of Amana +8	0/207/0/0/207	-I- I -I- I -C	2x Titanite Chunk	2200
Staff of Amana +9	0/218/0/0/218	-I- I -I- I -C	3x Titanite Chunk	2370
Staff of Amana +10	0/230/0/0/230	-I- I -I- I -B	1x Titanite Slab	2700

Infusions

Magic

Requires:

- Faintstone

- 2000 Souls

Name	Damage	Stat Bonuses
Magic Staff of Amana +0	0/132/0/0/97	-I-ISI-I-IC
Magic Staff of Amana +1	0/145/0/0/107	-I-ISI-I-IC
Magic Staff of Amana +2	0/158/0/0/117	-I-ISI-I-IC
Magic Staff of Amana +3	0/171/0/0/127	-I-ISI-I-IC
Magic Staff of Amana +4	0/185/0/0/136	-I-ISI-I-IC
Magic Staff of Amana +5	0/198/0/0/146	-I-ISI-I-IC
Magic Staff of Amana +6	0/211/0/0/156	-I-ISI-I-IC
Magic Staff of Amana +7	0/224/0/0/166	-I-ISI-I-IC
Magic Staff of Amana +8	0/238/0/0/175	-I-ISI-I-IC
Magic Staff of Amana +9	0/251/0/0/185	-I-ISI-I-IC
Magic Staff of Amana +10	0/264/0/0/195	-I-ISI-I-IB

Dark

Requires:

- Darknight Stone
- 2000 Souls

Name	Damage	Stat Bonuses
Dark Staff of Amana +0	0/97/0/0/132	-I-ISI-I-IC
Dark Staff of Amana +1	0/107/0/0/145	-I-ISI-I-IC
Dark Staff of Amana +2	0/117/0/0/158	-I-ISI-I-IC
Dark Staff of Amana +3	0/127/0/0/171	-I-ISI-I-IC
Dark Staff of Amana +4	0/136/0/0/185	-I-ISI-I-IC
Dark Staff of Amana +5	0/146/0/0/198	-I-ISI-I-IC
Dark Staff of Amana +6	0/156/0/0/211	-I-ISI-I-IC
Dark Staff of Amana +7	0/166/0/0/224	-I-ISI-I-IC
Dark Staff of Amana +8	0/175/0/0/238	-I-ISI-I-IC
Dark Staff of Amana +9	0/185/0/0/251	-I-ISI-I-IC
Dark Staff of Amana +10	0/194/0/0/264	-I-ISI-I-IB

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:	<p>The speed at which this catalyst will cast a spell.</p>
Counter Strength:	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
Poise Damage:	<p>The ability of the weapon to break the poise of an enemy.</p>
Durability:	<p>The durability of the weapon. If durability hits zero, the weapon has to be repaired at a blacksmith.</p>
Weight:	<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
<p>Damage Reduction:</p>	<p>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 :</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

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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